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#1 VIDEO GAME MAGAZINE

Introducing TAZ!

In TAZ-MANIA for the Genesis! Pg. 58

Top Tips & Tactics

Be a Power Player! Pg. 92

New SNES!

TMNT IV: Turtles in Time
Super Battletank
Thunder Spirits
Raiden

New Genesis!

Atomic Runner
Steel Empire
Dungeons & Dragons: Warriors of the Eternal Sun

Brutal Beat-em Ups!

Street Fighter II
Super Double Dragon
Plus Hot Reviews!

An IDG Communications Publication
June 1992
$3.95 Canada $4.95

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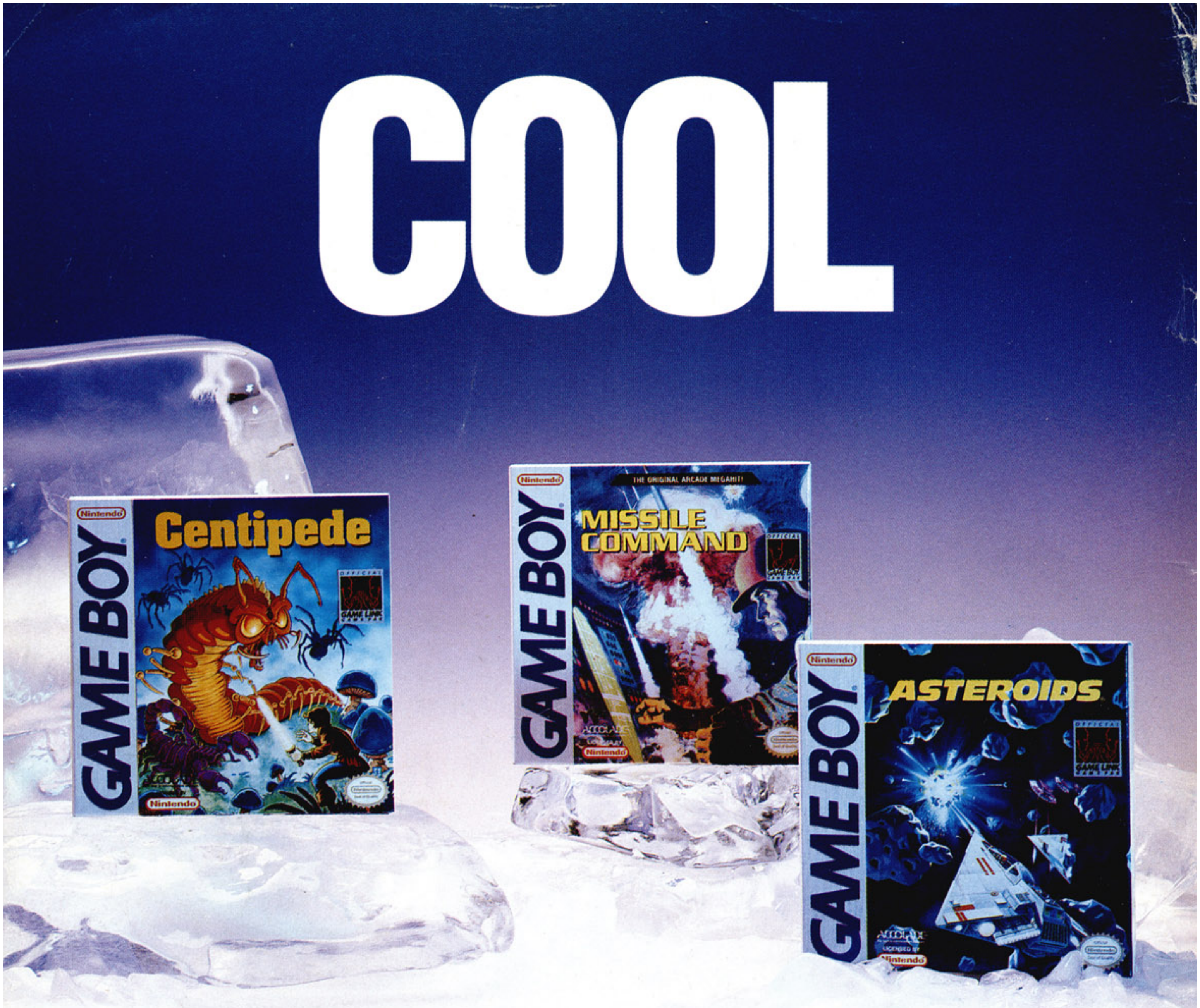

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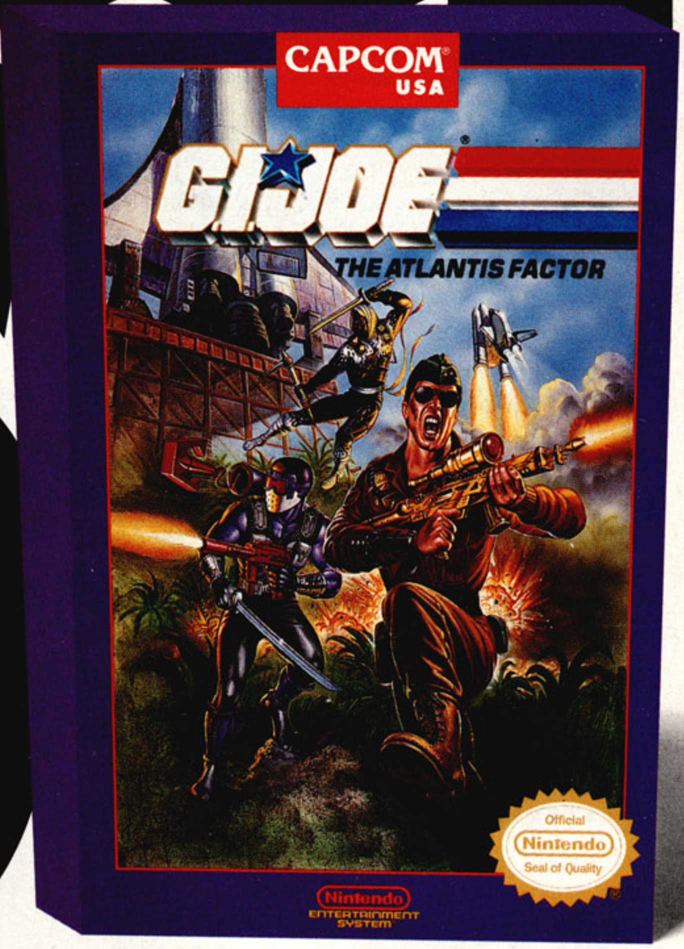
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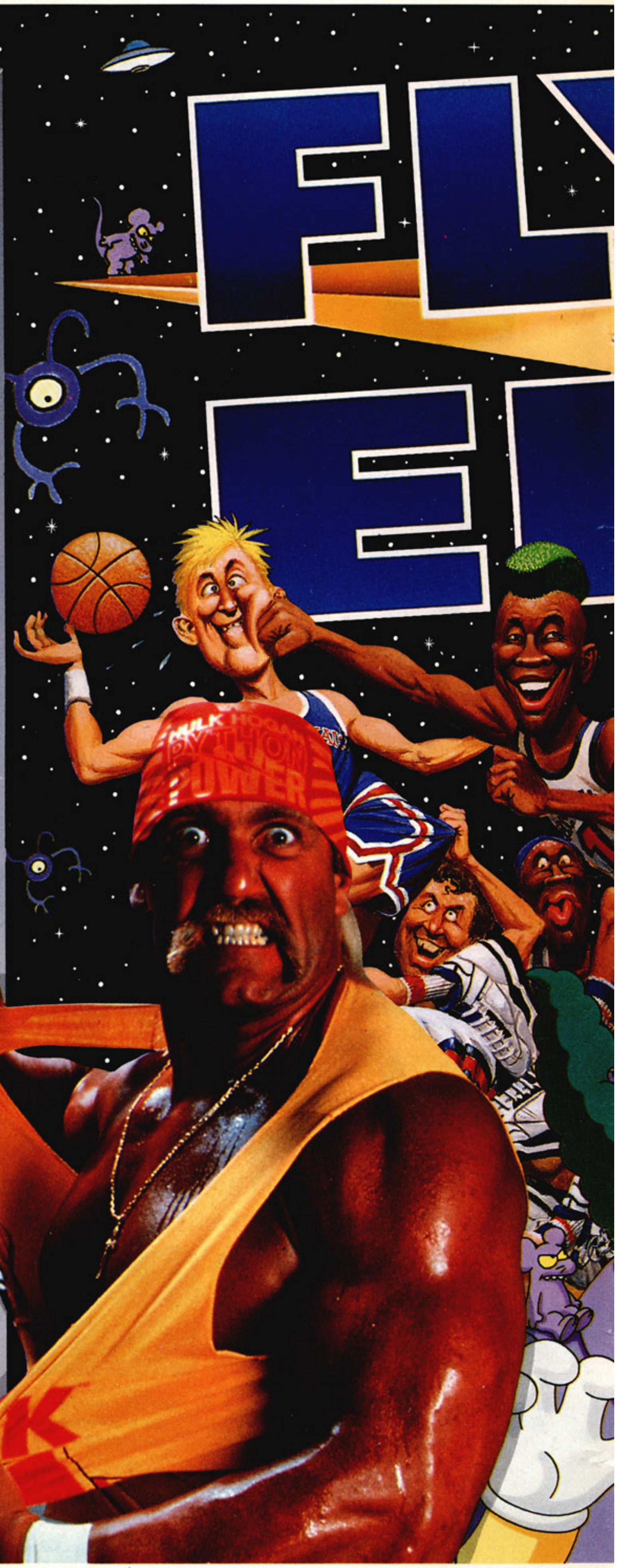

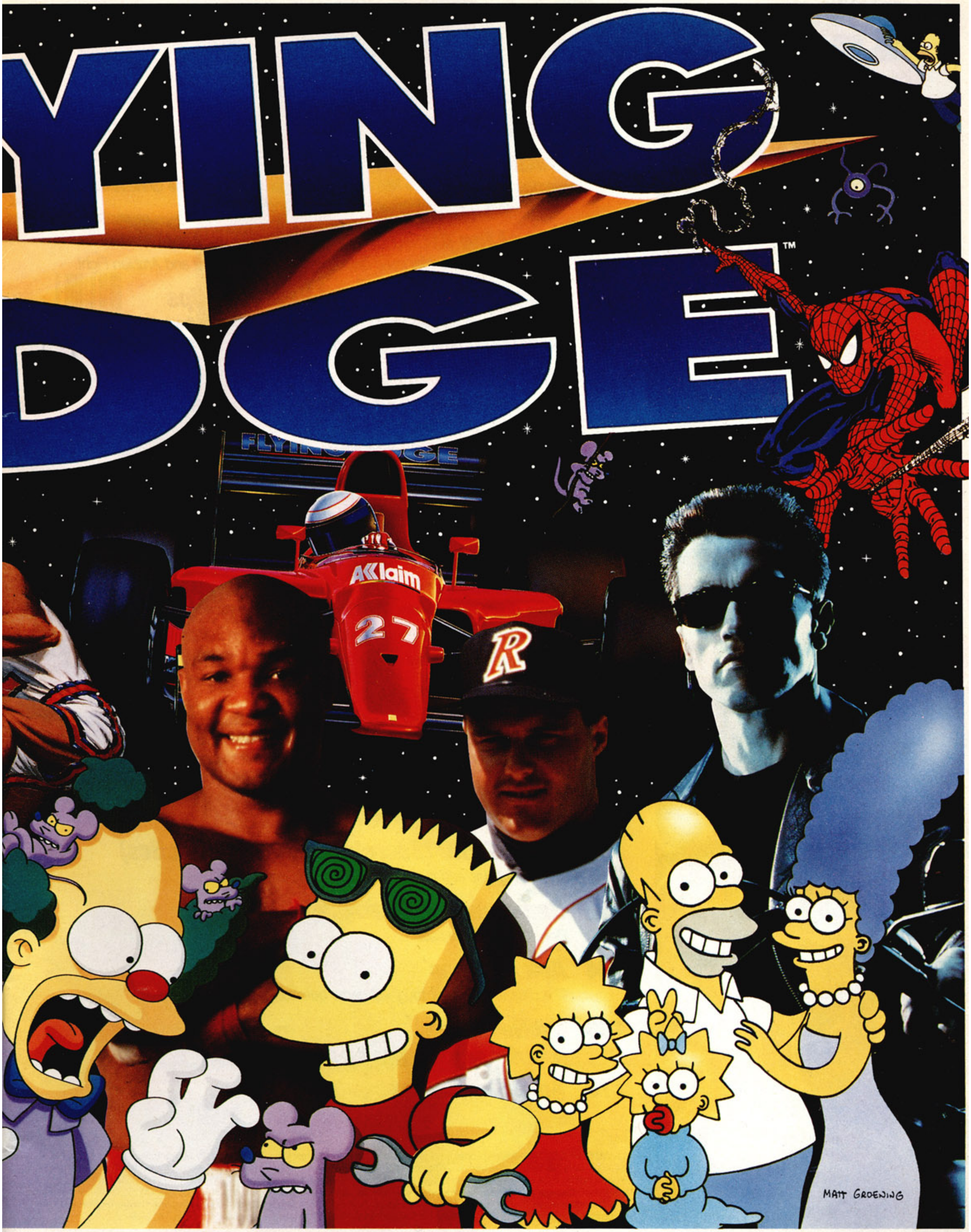
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27
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MATT GROENING

CONTENTS

Get ready to ruuumble! See page 24.

OUT INNING
SCORE

We take you out to the ball game. See page 44.

Cowabunga, dudes! See Page 62.

8 Letter from the GamePros

10 The Mail

14 Cutting Edge

Hardware helpers – put a little spice in your game play with the Genesis Game Genie, Genesis Action Replay, and STD's Handy Kit.

18 Hot at the Arcades

Go where no gamer has gone before with Star Trek Pinball and Arabian Fight.

20 Special Feature: Brutal Beat-'Em-Ups

There's more to life than Street Fighter II (although there is that!). Check out Super Double Dragon, Rival Turf, Battleblaze, Mystical Fighter, Mutation Nation, and more.

34 Pro Reviews

Nintendo: *Defenders of Dynatron City, Pool of Radiance, Fire Hawk, MIG 29, The Blues Brothers, Stanley: The Search for Dr. Livingston*

Genesis: *Dungeons & Dragons: Warriors of the Eternal Sun, Atomic Runner, Steel Empire, Wonder Boy in Monster World, Valis, Test Drive II,* **Preview:** *Taz*

Super NES: *Teenage Mutant Ninja Turtles IV: Turtles in Time, Super Battletank, Raiden Trad, Thunder Spirits, Kablooey, Romance of the Three Kingdoms II, True Golf Classics: Pebble Beach Links*

TurboGrafx-CD: *It Came from the Desert*

Neo•Geo: *Football Frenzy, Soccer Brawl*

Game Boy: *Hudson Hawk, Top Gun, Nail 'n' Scale, WordZap, Spy vs. Spy*

Game Gear: *George Foreman's KO Boxing, Out Run Europa*

Lynx: *Hydra, Basketbrawl*

44 The Sports Page

This month the Sports Page visits the local video diamond to check out Baseball Stars 2 (for Neo Geo and NES), SportsTalk Baseball, Super Baseball Simulator 1.000, TV Sports Baseball, and some baseball games on the bench, too.

88 Short ProShots

A quick look at some of the hottest new carts.

92 S.W.A.T.PRO (Secret Weapons and Tactics)

The hottest tips and tactics from GamePros everywhere.

102 GameBusters: Quackshot

Donald quacks the case.

104 Ask the Pros

The pros answer your toughest game questions.

106 ProNews

All the video game news that's fit to print.

110 Advertiser Index

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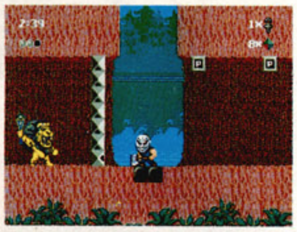
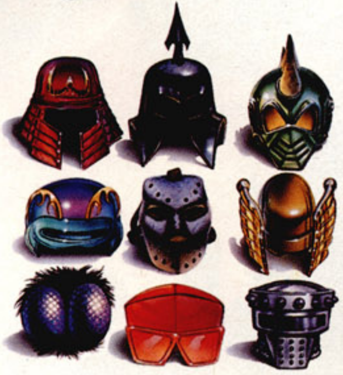


Watch out, these are just a few of the maniacs you can transform into. Collect other helmets and turn a tough situation into a head-banging party.



In fact, these helmets come in real handy when you go head-to-head with bone-crushing Flying Robots, head-smashing Skull Ghosts or flesh-eating Land Sharks. Or any of the other vicious creatures that love to turn your world upside down.

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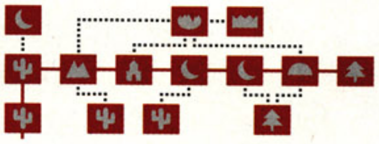

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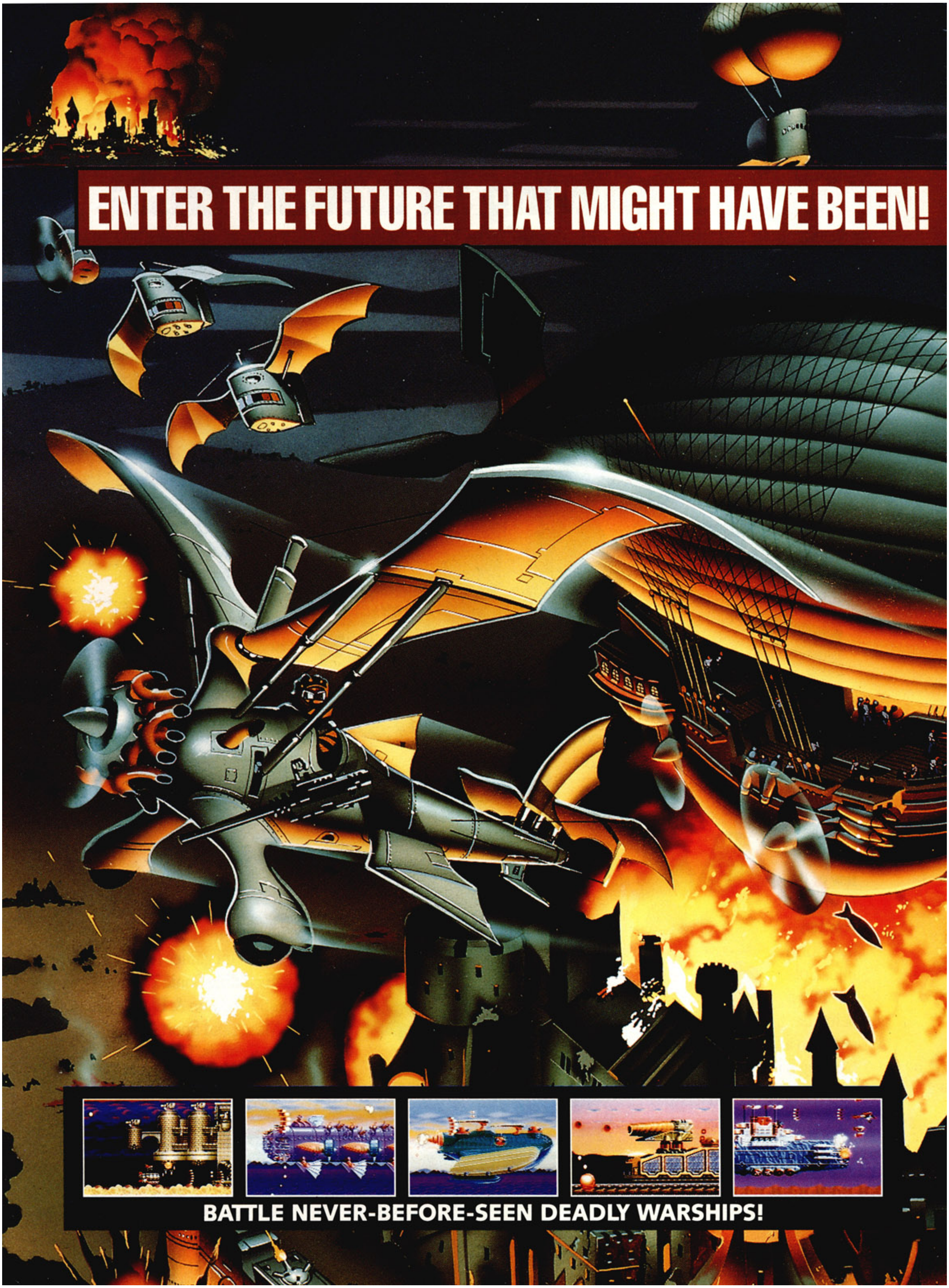
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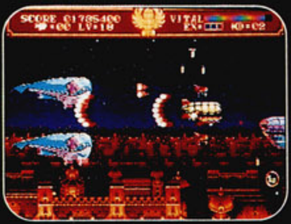
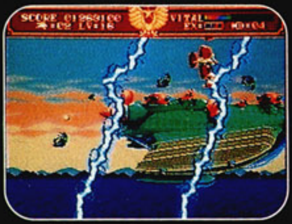
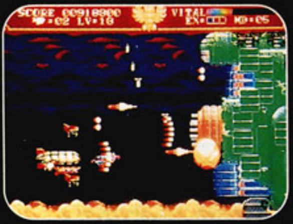


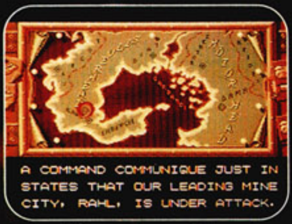
Control of the sky is the key to victory in the Age of Steel



Unleash a storm of destruction with your Lightning Bomb

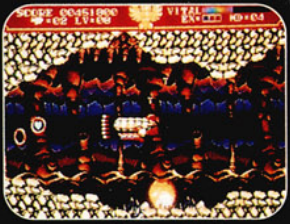


Launch an assault on the heavily armored Aero Gun Ship

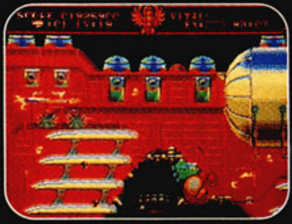


A COMMAND COMMUNIQUE JUST IN STATES THAT OUR LEADING MINE CITY, RAHL, IS UNDER ATTACK.

The Motorhead Empire is steamrolling across its borders



Landslides fill the caverns with boulders and explosive gases



Don't let General Styron escape justice!

It is the Age of Steel. Mammoth battleships cruise the skies. Invincible fortresses float on air... and military might rules the day. Only one hope against the evil Motorhead Empire invasion remains...You! Fire armor piercing missiles from your Striker aircraft and Z-01 Zeppelin and reduce Motorhead's juggernauts to molten metal. Enter the future that might have been...and wage the war of the *Steel Empire!*

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Something New – From You

By The GamePros

At GamePro we're lucky that you readers continually send us feedback regarding ways to provide better coverage of video games. So, thanks to your input (and few ideas of our own), we've done a few new things to the magazine this issue.

First, we've expanded the game ratings from a 5-point system to a 10-point system by adding half points. Here's how we'll rate the games.

Graphics. We look at the quality of the art, the clarity of the pixels, and how well the animation flows. Then we judge how this all comes together to create an exciting game atmosphere.

Sound. Sounds can either add punch to a game or drive you insane! We rate sound effects for their impact, coolness, and variety. Everyone's taste in music differs, but we make a call and we think you'll agree.

Control. We used to call this category "Gameplay," which seemed to confuse some people. So to make it as understandable as possible we'll simply call it "Control." We consider how well the control pad makes the onscreen action happen. We also take into account how easy it is to use the onscreen game interface, the menu system, or the game data windows where appropriate.

FunFactor. Here's the bottom line. We ask the question, "Are we having fun, yet?" and tell you what we think.

Challenge. We feel it's unfair to criticize a game for challenge since a game that's relatively easy to beat can still be creative, exciting, and tons of fun. Just check out the SNES Pro Review of Teenage Mutant Ninja Turtles IV in this issue! So we've decided to report the average skill level necessary to play the game: Beginner, Intermediate, Advanced, or Expert. When you can pick skill levels, we label Challenge "Adjustable."

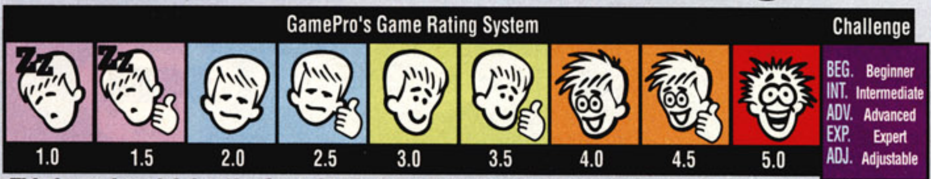
The Ratings also have a new home. Now, they're enclosed in a Pro Facts Box for one-stop game info – Ratings, game name, the company, game type, price, megabits, availability, number of players, and special features such as battery back-up.

Next, we realize there are plenty of sports fans out there, so this month we introduce a brand new GamePro department —The Sports Pages. Turn there every month for all the latest reviews, news, and tips for video sports games. This month it's Baseball season!

Finally, we've redesigned Short ProShots to better showcase hot new games and bring you fresh info while it's still hot!

Okay, GamePro's for you, so let us know what you think about these changes and keep sending in those great ideas!

New Faces for New Ratings



This legend explaining the GamePro Rating System appears every month for your reference.

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Volume #4; June 1992 Issue

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To Be or Not To Be

I've heard a few very exciting rumors and I'm hoping you might be able to substantiate them for me. The first rumor is that Nintendo is currently working on a color version of the Game Boy. The second rumor is that Nintendo's CD-rom system will be compatible with the Philips CD system.

Chauncey Greer, San Francisco, CA

(We too have heard rumors that Nintendo is busily cooking up some sort of colorized version of the Game Boy. However, as always, Nintendo is being very closed mouthed about it. As for the CD compatibility rumor, we do know that Nintendo is currently working in partnership with Philips to develop an add-on CD drive for the Super NES. Nintendo will be announcing more details as they get closer to the alleged January 1993 release date. – Ed.)

No Longer a Secret

In the April issue of GamePro, you ran a review of Jordan vs. Bird for the Super NES. At the end of the review, it stated that the game was made by Electronic Arts. I thought that Electronic Arts only produced 16-bit games for the Genesis. Was this a mistake?

Kyle Baumann, Milwaukee, WI

(Yes, it was an unfortunate mistake on our part. At the end of the review, we listed Electronic Arts' Jordan Vs. Bird as an SNES title when in fact it is a Genesis title. We regret this mistake and apologize to EA and our readers.

F.Y.I. EA has been producing SNES titles, such as John Madden Football, for over a year, and they plan to continue producing SNES titles in the future. – Ed.)

Horsing Around

I've played Sport of Kings for the IBM and really loved it. Is there any chance that a horse racing game might become available for any of the home video game systems?

Zachary Meador, McCrory, AR

(As a matter of fact, yes. Razor Soft is currently developing a game called Hooves of Thunder for the Genesis. According to our Razor Soft contact, the game will contain several equestrian event simulations, including steeple chasing and track racing. You can look for the game to appear on the shelves early next fall. – Ed.)

The Invisible Man

Your complete coverage on the strategies and super moves for Street Fighter II was awesome! However, I've heard a few rumors about some additional secret moves that weren't included in your coverage. Supposedly, there is a special button/joystick sequence that will cause Dhalism to disappear and reappear. Another move is supposed to make Chun Li take her bracelets off and use them as weapons. Are these cool moves for real?

Marcus Hayes, Pomona, CA

(It is true that you can make Dhalism disappear. However, once activated, the trick may cause other strange things to happen. For instance, the game may reset and your fire power will become useless against your opponents for a short period of time.

However, if that doesn't worry you, perform the joystick-activated Yoga Fire move. Do not press any button while you do this move. Then wait a split second and simultaneously execute (with a forward rolling motion of the fingers) the Forward Kick and Fierce Punch. When you want Dhalism to reappear, you must wait until your opponent advances and strikes him. As for Chun Li's alleged trick, no it's not possible to make her fight with her bracelets. – Ed.)

A Disgruntled Gamer

I can't believe that Nintendo is not coming out with a converter that would enable gamers to play 8-bit games on their SNES systems.

Nintendo's grossed millions of dollars from sales of the 8-bit NES system. Surely they can afford to give customers, who've shelled out $200 for a SNES, a break!

James Ogles, Nashua, NH

Reader "Faves"

I really enjoy the reviews written by Slasher Quan and Brother Buzz. Their gaming tastes and feelings really match mine closely. I'd like to write to Slasher and Buzz and let them know how much I appreciate their efforts. However, I don't know where I should send the letters. Can you help me out?

Robbie Overson, Highland, CA

(I'm sure Brother Buzz and Slasher Quan would be very flattered to know how much you enjoy their efforts. Buzz and Quan are pretty secretive guys. However, if you'd like to send a letter, or two, send them to us here at the GamePro offices. We'll make sure they get to them. – Ed)

A Contra Conflict

In the February issue of GamePro, you printed Konami's SNES Contra game as "Contra IV: The Alien Wars." However, in the March issue of GamePro, you printed it as "Contra III." Can you please explain this to me.

George Minninger, Baton Rouge, LA

(Prior to the release of the SNES Contra game, Konami had plans to release an all-new, 8-bit, Contra-style game. Logically, this 8-bit version would have been third in the Contra series and the SNES version would have been the fourth. However, for a variety of reasons, the 8-bit version's release date was pushed to the Fall of '92 and the SNES version was released first. Obviously, this pushed the SNES version into the third place slot. Hence the title change to Contra III: The Alien Wars.)

Correction

In our April issue CES report, we stated that SOFEL was planning to release Casino Kid II for the SNES. It should have read that Casino Kid II will be released for the NES

However, for you video-gamblers, the folks at SOFEL tell us that they are considering translating Casino Kid II onto the SNES format. Regardless of that possibility, we would like to apologize to SOFEL and our readers for the oversight. – Ed.

So, Tell Us What You Think.

This is your magazine, so tell us what you would like to see in it. Here's your chance to design the kind of magazine you've always wanted. Send your suggestions to:

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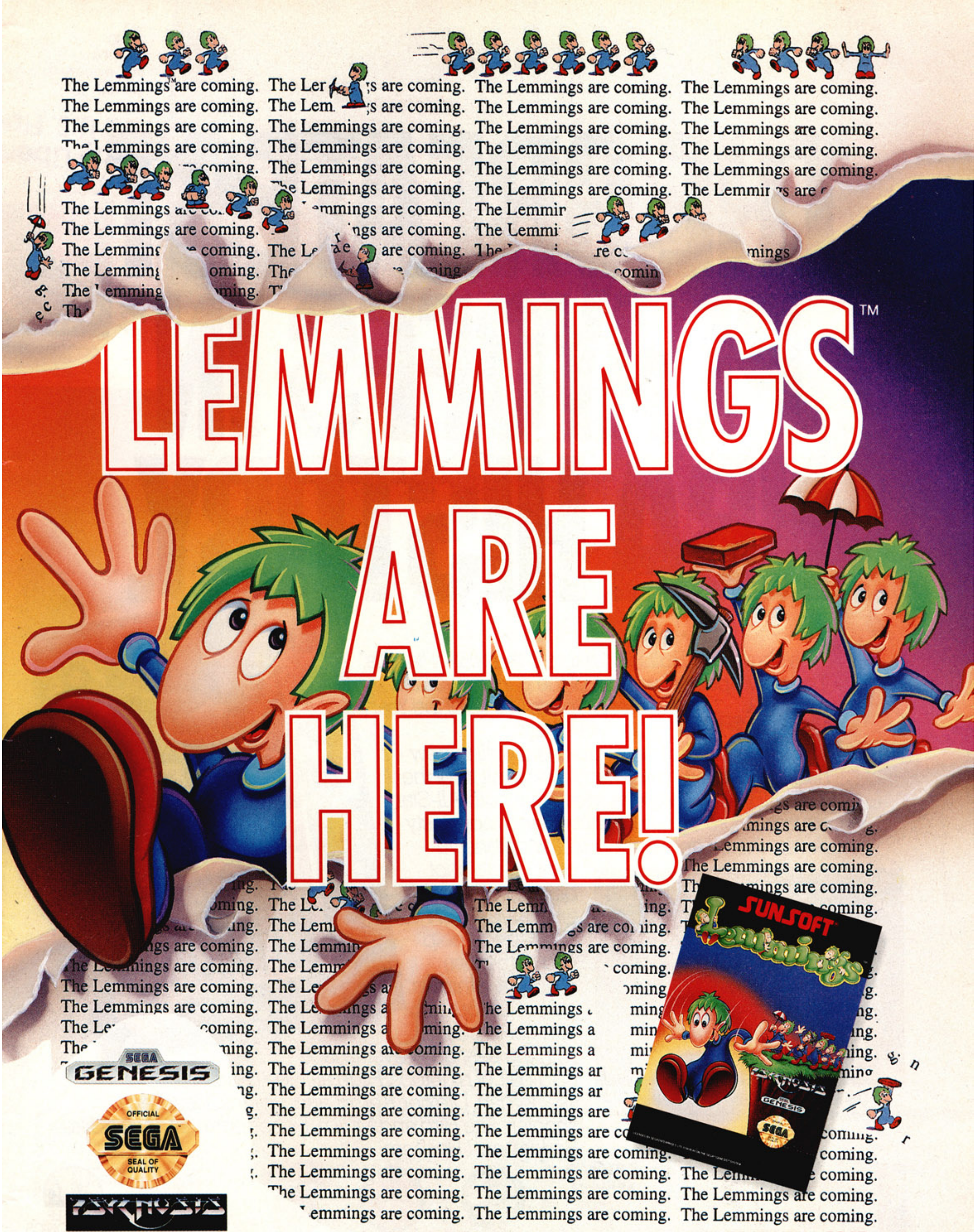
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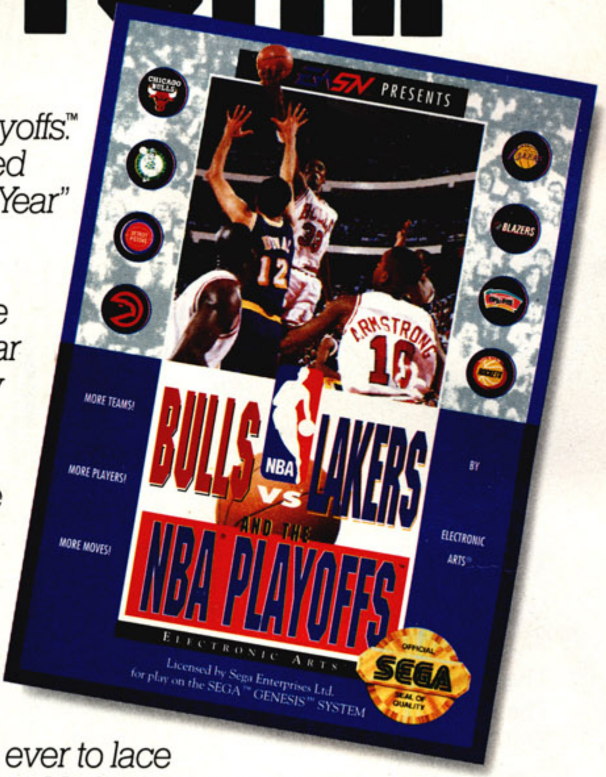
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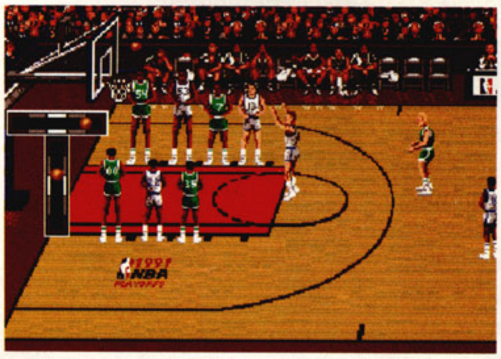

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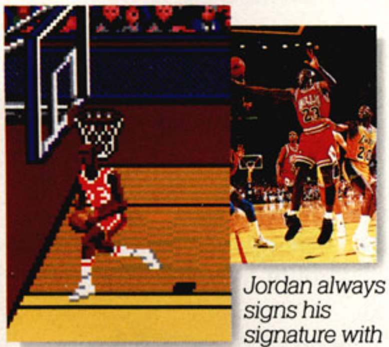
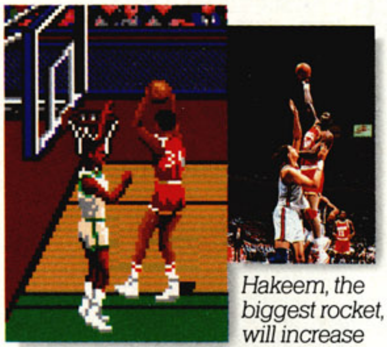
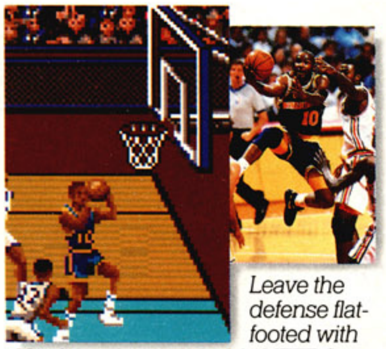


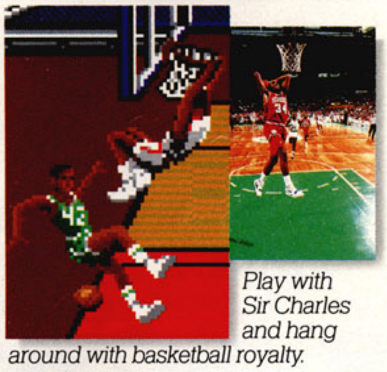
Jordan always signs his signature with a flourish: his patented Air Reverse.



Hakeem, the biggest rocket, will increase your frequent flyer mileage.



Leave the defense flat-footed with Hardaway's unstoppable UTEP 2-step.



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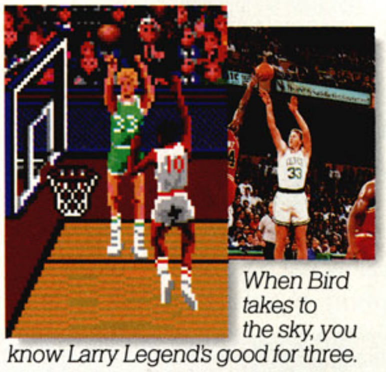
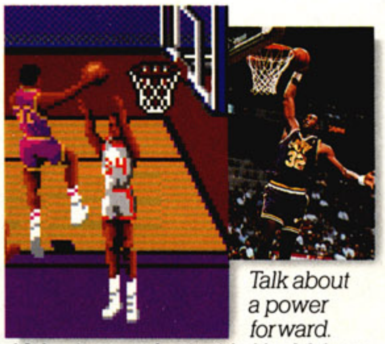


When Bird takes to the sky, you know Larry Legend's good for three.



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CUTTING EDGE

Last year we made a wish for some hardware help and it came true twice – Galoob's Game Genie and STD Entertainment's Game Action Replay! Now this year's crop of game-beating gadgets and gizmos is rolling off the assembly lines. Here's a rundown on the latest – two hardware helpers for your Genesis and one for your Game Boy. – The Whizz

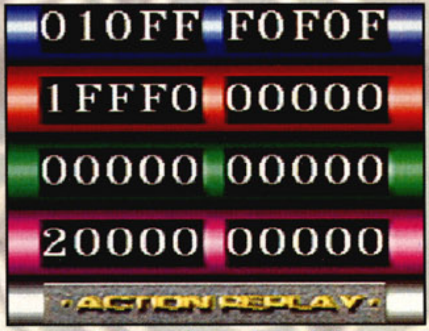
Hardware Helpers

By Slasher Quan

Coast-to-Coast's Action Replay

Galoob's rubbing its lantern to deliver a Genesis Game Genie soon. However, a company called Coast-to-Coast Technologies beat them to the punch. The Action Replay (not to be confused with STD's Game Action Replay for the NES covered in The Cutting Edge, September '91) is a concept-clone of the Genie, and it's available now. The Action Replay also has a nice little extra feature: it acts as a Mega Drive adaptor. Consequently, Sega's North American and Japanese 16-bit carts can be played interchangeably.

The Action Replay is a snap to install. Simply connect your cart to the device, then plug the Replay into your Genesis. Now the fireworks begin. A code book, which comes bundled with the Replay, contains "cheat" listings for approximately 50 games. Typical codes include extra lives, invincibility, level warps, and instant power-ups. You can key in up to four codes at the Parameter screen, and use the Enable switch to activate and deactivate the codes' effects.



```
010FF F0F0F
1FFF0 00000
00000 00000
20000 00000
ACTION REPLAY
```

Enter up to four codes and watch the fireworks!

Unfortunately, some of the codes apply to Japanese carts only, and the initial selection is limited. However, Coast-to-Coast promises to keep the new codes flowing with a free subscription to their monthly magazine, Game Busters.

Pro Action

The regular Action Replay's shock therapy for your Genesis, but there's a hardcore model that could fry its microchips! The Action Replay: Pro Version has an awesome feature – user-friendly programmability.

The Pro Version.

In this version, the Enable switch has a third setting called "Trainer." Flick it on and you can use five different techniques, to find your game's codes – Countable Number, Timer, Energy, Status, and Slow but Sure. Each is different in execution, but the principle is the same. You play your game, isolate a statistic, and feed that statistic's numerical value into the Action Replay. You keep changing the numerical value until the Trainer isolates a beneficial code.

For example, if you want extra lives in Strider, you enter your starting lives (five) into the Trainer. The Trainer looks for the number five in Strider's program. Then you play the game, lose a life, and provide the number four. Repeat this process until the Trainer discovers Strider's life code.

The Pro Version won't pull off really weird code creations, such as a skywalking Sonic, but the techniques help resourceful users create basic cheats for nearly any game. The Trainer is a great complement to the codes documented in the manual.

It'll cost you $69 to reach out and crush the Genesis opposition with the original Action Replay or $89 for the Pro Version. For more information on either product, contact Coast-to-Coast Technologies at (800) 962-0494.

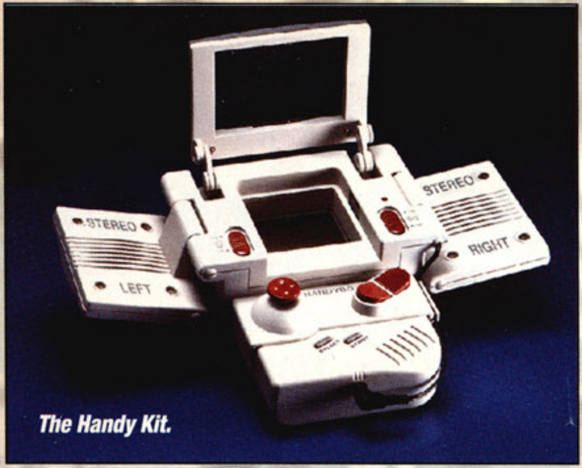
Game Genie Goes Genesis

It had to happen! Galoob's Genesis Genie should arrive in stores within weeks.

Galoob stuck with the successful NES Game Genie design formula for the Genesis version, but added a few touch-ups. You plug a game into the Genie, then insert the whole contraption into your system's cartridge slot. As with the Action Replay, you can switch your codes' effects on or off during game play.

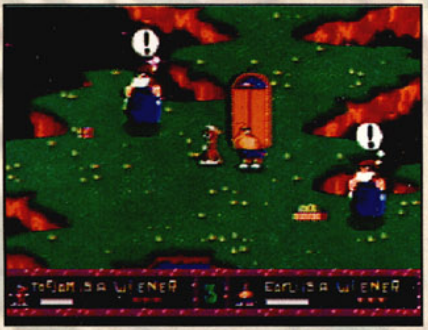
Next, you enter up to five, count 'em five, codes for your game. The

The Game Genie for the Genesis.


The Handy Kit.

code screen is easy to access – simply press Reset. You can then return and edit or delete your codes.

Your code selection is excellent. With around 100 games listed, Genie's manual is larger than the Action Replay's. Updated codes arrive in your mailbox quarterly for a small subscription fee. Also, Galoob plans to include weirdo codes in addition to the cheats. A weirdo code will allow you to manipulate your character's abilities. For example, let's say your hero can only run and jump, enabling a weirdo code could also make it fly.


The Game Genie transforms TJ&E's opponents into Santas.

At a price point of approximately $65, Galoob's latest wonder-toy is affordable and well-endowed. This time around, Galoob grabbed an official Sega license. No messy lawsuits will bottle up this Genesis Game Genie!

Game Genie Rumor Mill

Playing power is in short supply throughout the video dimension. So Galoob's tapping into their U.K. connection, Code Masters, to investigate development prospects for more Game Genies! Game Boy, Game Gear, and Super NES Genies are all under consideration, but no official confirmation yet on if or when Galoob will deliver the goods. To find out more, call Galoob's Game Genie hotline at (513) 868-8835.

Game Boy Gets Handy

STD Entertainment, manufacturer of the NES Game Action Replay, is putting tons of cool functions in the palm of your Game Boy hands. Handy Kit has included all those neat GB enhancements offered by other devices.

The Handy Kit slips over the top of your Game Boy and locks steadily into place. It magnifies the tiny GB screen image close to 150% and adds backlighting for those late-night playing sessions. Game music maniacs will love the speakers, which pipe out distinct, stereo tunes. Handy Kit also cures the cramped-finger blues with a mini-joystick and oversized fire buttons, which fit over the existing Game Boy control panel.

Handy Kit has portability covered. The screen magnifier retracts and the speakers fold over for easy storage. You can even carry the unit with its built-in shoulder strap. The power pack feeds both the Handy Kit and the Game Boy. Get the Handy Kit in your hands for around $25.

Handy Options

To coincide with the Handy Kit's June release, STD also has extra Handy gear that will be sold separately. The Twin Turbo Power system provides 11 hours of juice for your Game Boy, or two hours of power for your Game Gear. An add-on kit, the Twin Power II, doubles your playing hours. Both models charge in around two hours.

A carrying case for the Handy Kit is under development and will retail for $8. Finally, if your prefer private GB sounds, Handy Sound provides personal, retractable earphones for $10. To find out more about the Handy product line, call STD at (410) 785-5661.

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Onslaught
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Lakrs V Cltcs
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Paperboy
Rastan Saga 2
Road Blasters
Spc Invdrs 91
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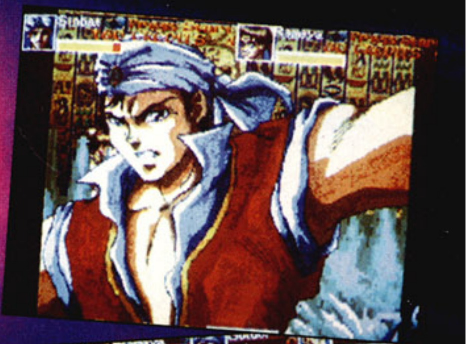
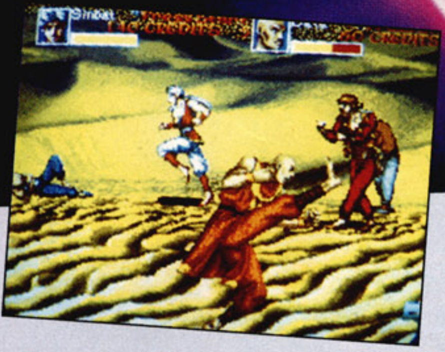
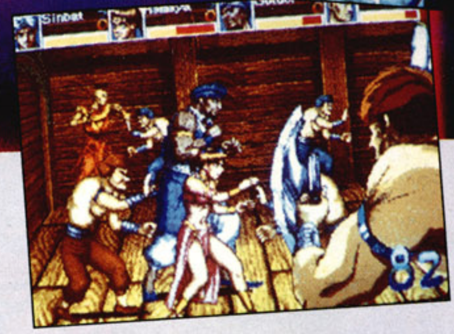
HOT AT THE ARCADES

By Hack 'n Slash

This month, Hot at the Arcades launches you into the skies with a quartet of Arabian super-fighters on flying carpets and the stellar crew of the starship Enterprise who boldly go where no pinball wizard has gone before!





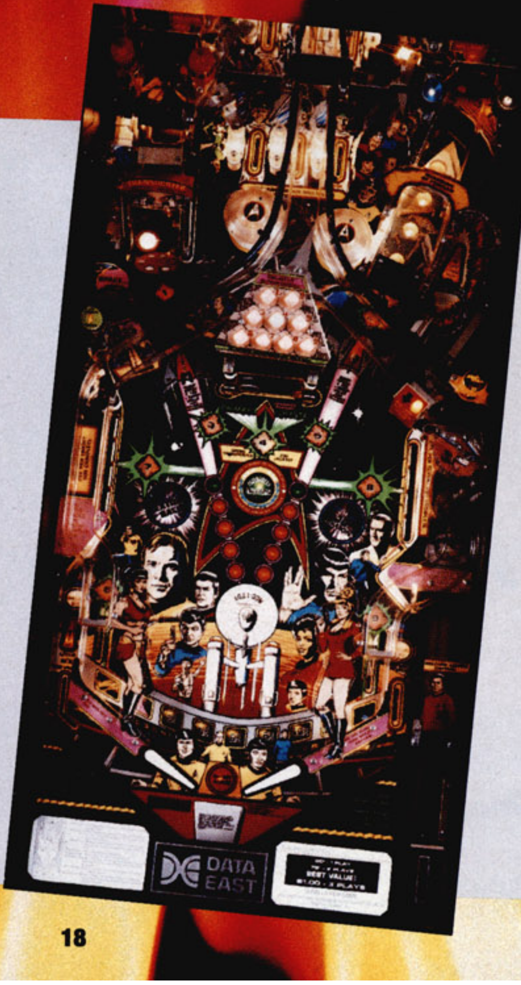


Arabian Fight (Sega)

Arabian Fight, a simultaneous four-player fight game, is a noteworthy new contender in the arcades. The first thing you'll notice about this game is its impressive graphics, animation, and special effects! Standard character sprites are larger than usual, and they can shrink back into the distance or come flying out to engulf the entire screen! Equally impressive are the almost 3-D smoke, cloud, and flame effects that dance around and about the characters.

The heroes in Arabian Fight are Sinbat, Ranaya, Goldor, and Datta. This foursome battles its way across deserts, villages, and palaces. They're constantly beset by sword-wielding guards, demons, and nasty genies. Power-ups replenish the heroes' energy and give them temporary magic powers. Each character also has a special magic attack technique.

Arabian Fight's awesome graphics and intriguing storyline stand this fighter out from the crowd. If you're looking for more hot fight action at the arcades, your wish has been granted!



Star Trek (Data East)

Captain's Log: Stardate 92320 – Data East has just launched a new pinball game based on the 1960's Star Trek TV series. This game has a lavishly illustrated playing field and backboard, which features all your favorite Star Trek celebrities.

Targets and chutes on the playing field include the Portal front, The Guardian of Forever, a passage to the Doomsday machine, a transporter that sends your ball to another part of the field and more. A dilithium crystal mine sits midway down the playing area and features a moving Primary Crystal that you must hit three times in order to activate multi-ball play. Score enough bonuses, and you'll activate the Laser Kick feature, which sends balls heading out of play back onto the playing field!

Similar to their popular Batman pinball game, the Star Trek pinball's backboard features a 3" x 12" LCD screen that displays the score, accumulated bonuses, animated sequences of tribbles devouring the screen and the Enterprise blasting a planet's surface with its phasers. Every time you are about to launch a new ball into play, the LCD screen also displays a target sight and a speedy little Klingon battlecruiser. Launching the ball fires your phasers at the Klingon ship. Scoring a direct hit earns you an instant 2 million points! The entire gaming experience is rounded out by a constant barrage of authentic digitized Star Trek TV sound effects and famous quips by the stars of the show!

Star Trek represents the state of the art in electronic pinball gaming. A well-crafted fusion of audio, visual, and sensory stimulation, this game is guaranteed to transport all players into orbit!

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Brutal Beat-'Em-Ups

Hey, ugly, yah' wanna fight? Sure you do! So, here's a gang of beat-'em-ups just for you. We busted thumbs on five carts, but we know you hard cases might consider them warm-ups to Street Fighter II and Double Dragon for the SNES. See the previews of those games-in-waiting and check out the Quick Hits section for more fighting action. Let's get it on!

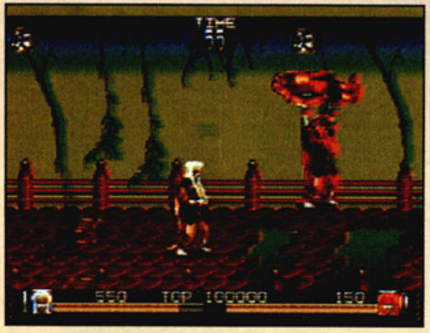
Mystical Fighter

By Slasher Quan

Twin guardians of the Mystical Kingdom, Red Lion and White Lion, roar to life when the Evil Lord Kabuki threatens their homeland. For a final confrontation, Kabuki's unearthly powers spirit the Lions away to his domain, the Underworld.

Fighting Kabuki

DreamWorks' Mystical Fighter for the Genesis is a solid combat cart for one or two-players together. The Lions tackle six side-view, horizontally scrolling stages of hand-to-hand martial arts action. The colorful backgrounds include rickety bridges, foggy forests, sparkling waterfalls, and fiery walkways.



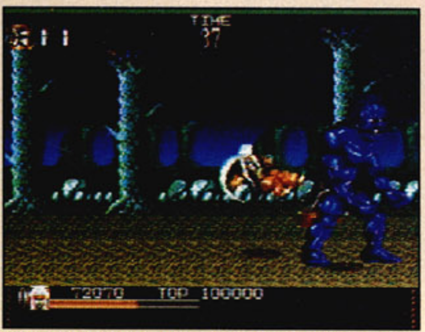
PROTIP: Sneak across the top of this Stage 3 bridge and you'll be safe.

Although standard, the Lions' moves give Double Dragon enthusiasts a pleasant dose of déjà vu. With practice, you'll punch, jump kick, slide, grab, and throw enemies like a Mystical Pro. To backup your attacks, summon spells with a Scroll storing system similar to Golden Axe's. One shot's a devastator, but it drains your entire Scroll collection.

PROTIP: Fling enemies at each other for a double-damage attack.

PROTIP: Fight opponents while they're still off-screen.

In addition to Scrolls, you can grab Fans and Jittes (knives) to use as weaponry. Sushi gives you a power boost, and points add up to extra lives. Each player is granted three continues, and you can choose between three difficulty settings. Kabuki's hit squad consists of Samurai Warriors, Sumo Fighters, Ninja Kunoichis, Janen Ministers, and massive end-level bosses.



PROTIP: Tackle this snarling, blue ogre boss with jump kicks while its back is turned.

The Lions' Share

Visually Mystical Fighter is a treat, and the audio selections do their job. Somewhat limited, repetitive game play and a lack of obstacles and variety take this cart down a peg. As a good Genesis fighter behind Streets of Rage and Two Crude Dudes, Mystical Fighter is a respectable third place.

Mystical Fighter by Dream Works

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.5	3.5	INT. Intermediate

$49.99 4 megs Available now	Beat-'Em-Up Two-player 3 continues

Battleblaze

By Dr. Dave

Battleblaze by American Sammy is an awesome-looking SNES game set in a fantasy realm of knights, warriors, ogres, and demons. This cart displays a great-looking fight, and the CPU will chop you down in no time.

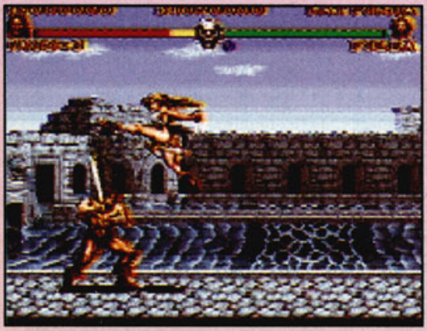
The Hero and The Battle

You play as one of 6 warriors against the computer or a friend. Once you make your pick, you take on the remaining five fighters. The combatants feature specialized fighting techniques with Sword, Lance, Daggers, Mace, and vicious Claws.

The cart features two game modes, the Hero and the Battle. The Battle places you in an arena where you pit your skills against all the other characters in a best of two-out-of-three contests. If wanderlust is in your heart, you can play the Hero mode. It takes you on a fighting tour to beat the other warriors on their home turf. You battle for the honor of meeting an evil demon.

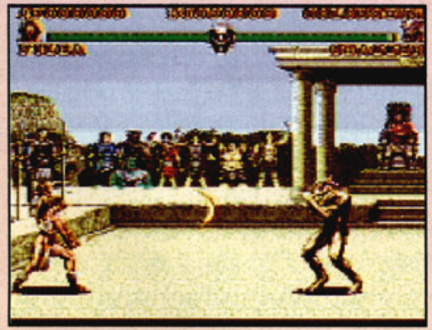
Battleblaze is one of the best-looking beat-'em-ups around, and the sound is above average. The cart features some outrageous graphics and animation. Fighting moves are vicious and smooth. The backgrounds are knockouts, and the sprites are extremely well-detailed.

The controls are cunningly cool. Each character has eight to ten different moves, which you can pull using combinations of only two buttons and the directional pad.



PROTIP: When a computer player makes a leaping attack, you can always nail him on the way down.

Two-player matches are excellent. This is one of the few fighting games for home systems that lets you block your opponent's attacks. In one-player games, the CPU gives you a workout. It might make mince meat of intermediate fighters.



PROTIP: Battleblaze rewards aggressive behavior against the CPU. Always try to stay on the attack.

Go to Battle

Battleblaze will definitely grab your attention. Hard-core fighters will find the game challenging in single player mode, and it's absolutely great for head-to-head contests versus a friend. If you want this fight, go for Battle-hardened friendships.

Battleblaze by American Sammy				
Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	5.0	4.5	INT. Intermediate
Price not available 8 megs Available June '92		Beat-'Em-Up Two- player		

Rival Turf

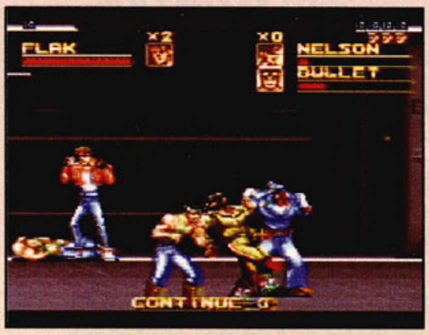
By Boogie Man

Rival Turf by Jaleco is a lean, but mean, beat-'em-up for the SNES. Its strong point is that one or two-players can throw some major fists and feet at a gang of goons or each other in Versus mode. You bust up Big Al's Street King gang through 6 Stages, which total18 fighting arenas.

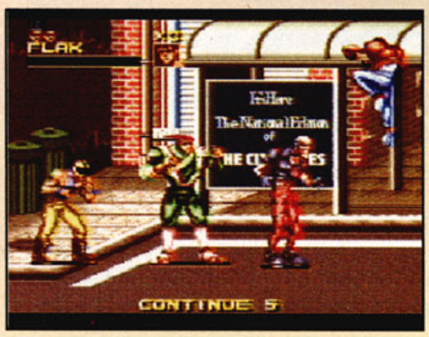
Turf's Up

Your moves are slick. You can play a quick kick boxer named Jack Flak or a brawny brawler called Oozie Nelson. Jack's lethal spinning Sweep Hurricane kick is slick. Oozie's slower, but he packs devastating wrestling slams and a monster Storm Bomber spin. Each character has seven moves in all, including a Super Move. There are also some nice close in body slams and shoulder throws.

You can hit L or R to speed up your character, too. Pick up knives, bricks, rocks, or dynamite and toss 'em. The optional Angry Mode makes you temporarily invincible if you take a beating.



PROTIP: Attack bad guys by moving in from the side and you can usually get them before they get you.



PROTIP: You can't be harmed when you're in the air.

PROTIP: Stage Four's Captain is mucho tough. Use jump attacks or Jack's Sliding Kick, but back off when you knock him down. He's quick.

Turf's graphics are SNES solid, with tough-looking bad guys, nice backgrounds, and nifty Mode 7 traveling sequences. The sounds don't offer a lot of "oooohs" and "ahhhhs," but there are plenty of grunts and groans.

Turf dishes out a good workout, but street fighting vets ought to make mincemeat out of it, especially in two-player mode. You get five lives and eight continues. So, even in a single player rumble, you ought to last pretty long by switching between Jack and Oozie.

Alright for Fighting

Rival Turf's a stimulating Saturday night SNES fight that'll jack you up. It might not blow you away, but you'll have a good time blowing it away.

Rival Turf by Jaleco				
Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	4.5	4.0	INT. Intermediate
$59.95 4 megs Available now		Beat-'Em-Up Two-player		

Mutation Nation

By Slasher Quan

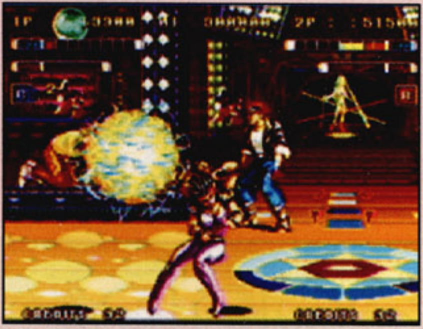
In the year 2050, a leading professor unlocks the secret to gene splicing, but his experiments backfire. Now street vigilantes, Ricky Jones and Johnny Hart, team up to overthrow the Mutation Nation.

Birth of a New Nation

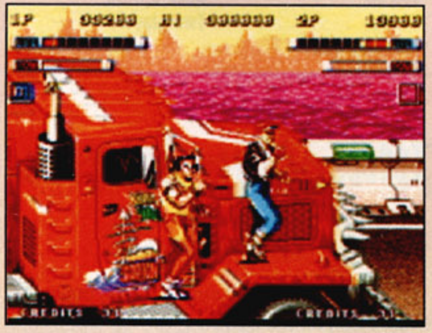
SNK's latest two-player fighting cart for the Neo Geo, Mutation Nation, brings post-nuclear era brawling home from the arcades. Ricky and Johnny face six humongous stages of side-view, horizontally scrolling, beast-and-body bashing against Mutoid monsters, deformed foot soldiers, insect offenders, and other weird undesirables.

Brutal Beat-'Em-Ups

SNK gets a double fist clap for the sharpest Neo-Geo graphics ever! The color shading and background details are gory and gorgeous. In one scene, slugs are born from a dancing arachnid's blood-drenched belly. Break out the barf bags! You'll jam to the rock-sock-'n'-roll music score.



PROTIP: Dump the disco queen in Area 3 with up close kick combos. Leap away from her larval children!



PROTIP: Charge and store a Deathblow, then unleash it when a boss monster appears! Your regular 'blow consumes power, the special 'blows don't.

Nation overflows with sickeningly satisfying sights, sounds, and enemies. However, this cart's weakness is a lack of killer attacks. Johnny and Ricky bust kicks, punches, uppercuts, knees, head butts, and limited combos, but no throw moves. Their one unique ability is called the Deathblow. Four special 'blows are available as power-ups to replace your standard 'blow.

Mutant Challenge

Despite a limited repertoire of moves, Mutation Nation puts up a good Neo-Geo fight, home or arcade. Even Memory Card owners are in for a three continue challenge. Tampering with nature can be dangerous, and Mutation Nation proves it!

Mutation Nation
by SNK Home Entertainment

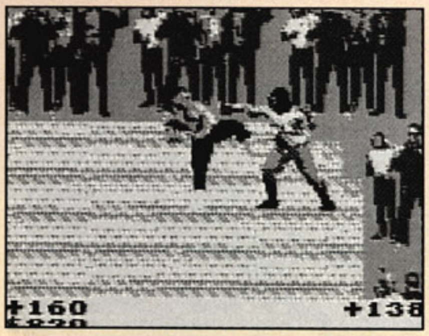
Graphics	Sound	Control	FunFactor	Challenge
				ADV.
5.0	4.5	5.0	4.0	Advanced

Price not available	Beat-'Em-Up
54 megs	Two-player
Available now	Memory Card save

Pitfighter

By N. Somniac

The super fighters and nonstop bone-crushing mayhem of Pitfighter has been shrunk down to Game Boy size. However, the game play is exactly the same as the arcade version. Select either Buzz, Kato, or Ty to do your fighting.

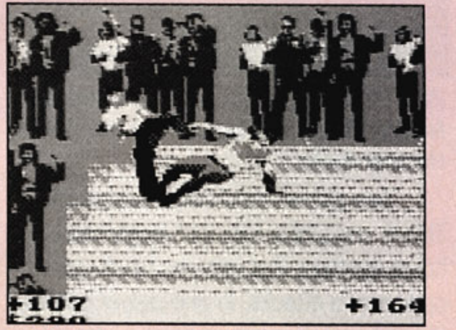


PROTIP: Jam an opponent into the crowd and keep nailing him every time he gets up.

Pardon My Fists

You're thrust into a crowded, sleazy underground warehouse, where you must fight 10 matches against a host of deadly, shifty characters. No two opponents fight the same, so you must adjust your fighter's strategy accordingly.

Each fighter moves 360 degrees on a 2-D horizontally and vertically scrolling playing field. Punch, kick, dodge, and block until one fighter's strength meter hits zero. Winner takes the purse wagered by the crowd and the loser's body gets tossed out! Make it to the final round to take on the all-time greatest Pitfighter of all!



PROTIP: You must be horizontally aligned with your opponent in order to inflict or receive damage.

THQ faithfully reproduces the classic digitized images of the fighters onto the Game Boy's monochromatic screen. Despite the size limitations and lack of color, the images move smoothly and are distinct from the background. Unfortunately, some of the visual details have shrunk out of view, but there's still plenty to look at! There's even a hip soundtrack that doesn't grate on the nerves.

Get into the Pits

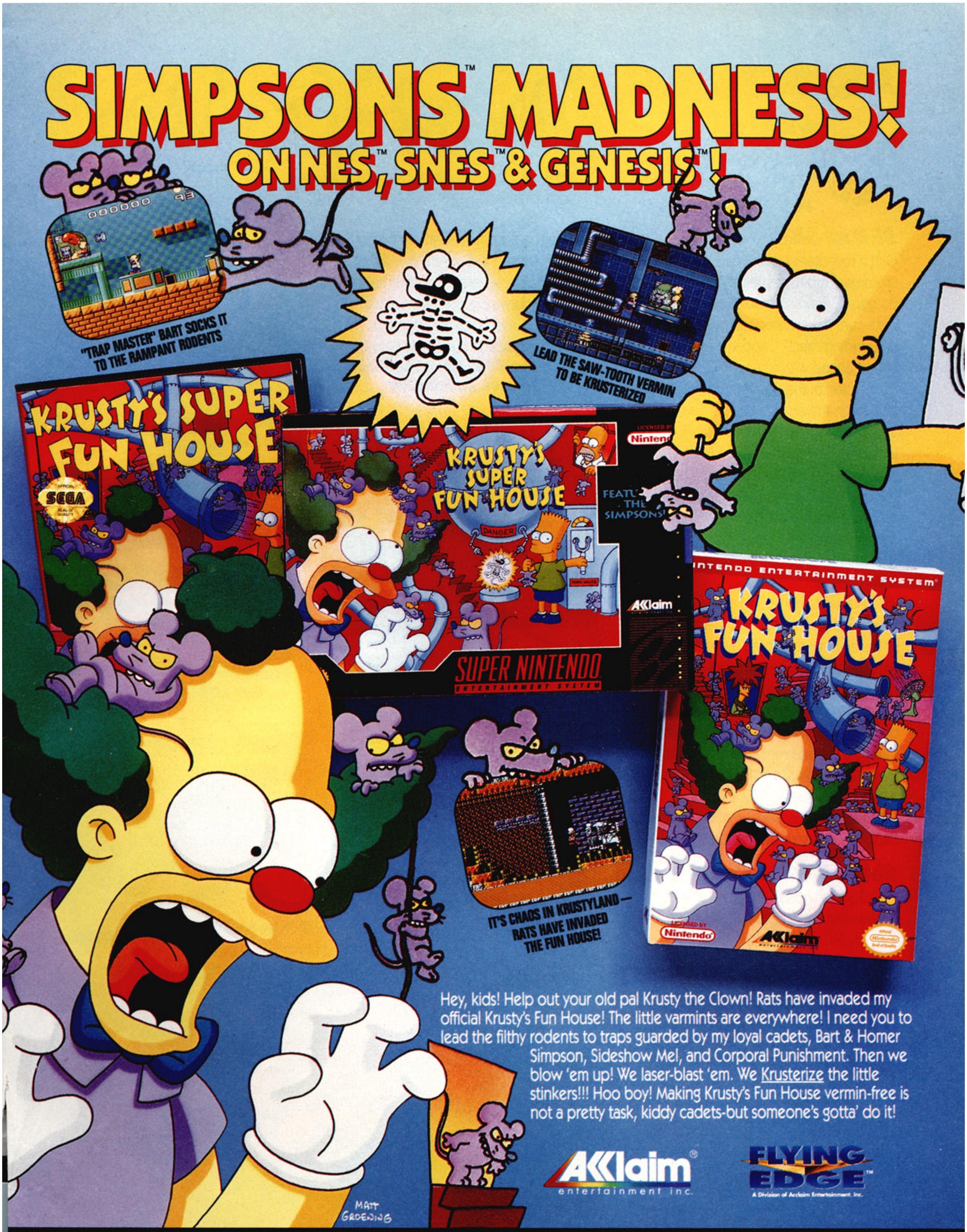
The only major drawback, to an otherwise entertaining fighting cart, is the missing two-player competition feature. Nevertheless, Pitfighter is full of fast action, excellent game play, and surprising challenge! Tiny Pitfighter for the Game Boy measures up to its big brother quite admirably!

Pit Fighter by THQ

Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.0	3.0	4.0	4.0	Intermediate

Price unavailable	Beat 'Em Up
2 megs	One-player
Available June '92	

Continued on page 24.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ON NES™, SNES™ & GENESIS™!
"TRAP MASTER" BART SOCKS IT TO THE RAMPANT RODENTS
LEAD THE SAW-TOOTH VERMIN TO BE KRUSTERIZED
KRUSTY'S SUPER FUN HOUSE
SEGA
KRUSTY'S SUPER FUN HOUSE
FEATURING THE SIMPSONS
Nintendo
Acclaim
SUPER NINTENDO ENTERTAINMENT SYSTEM
NINTENDO ENTERTAINMENT SYSTEM
KRUSTY'S FUN HOUSE
Nintendo
Acclaim
IT'S CHAOS IN KRUSTYLAND— RATS HAVE INVADED THE FUN HOUSE!
MATT GROENING

Hey, kids! Help out your old pal Krusty the Clown! Rats have invaded my official Krusty's Fun House! The little varmints are everywhere! I need you to lead the filthy rodents to traps guarded by my loyal cadets, Bart & Homer Simpson, Sideshow Mel, and Corporal Punishment. Then we blow 'em up! We laser-blast 'em. We Krusterize the little stinkers!!! Hoo boy! Making Krusty's Fun House vermin-free is not a pretty task, kiddy cadets–but someone's gotta' do it!

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SUPER NES PREVIEW

Street Fighter II
The World Warrior

By Slasher Quan

Street Fighter II lives! Here's a GamePro sneak peek courtesy of Capcom.

SF II for SNES!

Can a monster-size arcade machine be crammed into a 16-megabit Super Nintendo game? From the looks of the SF II preview cart, the answer may well be a resounding "Yes!" Capcom went full speed ahead with a nearly IDENTICAL conversion of the Street Fighter II coin-op!

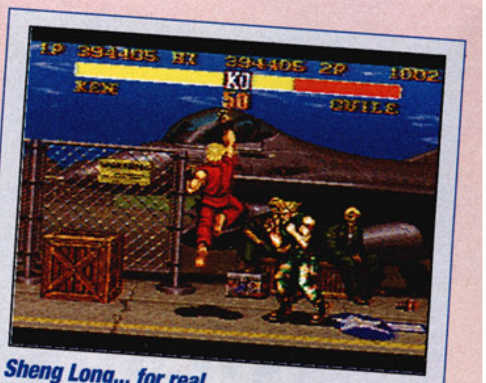
As in the arcade arenas, the home version contains 12 World Warriors, including Guile, Chun Li, Blanka, Dhalsim, E. Honda, Ryu, Ken, and Zangief. Players can choose their fighter from a group of eight. Then you fight the remaining seven for the right to meet the four champions: Balrog, Vega, Sagat, and M. Bison.

But wait, there's more. If you're a Street Fighter II music buff, catch an earful of the all-new, re-scored music tracks. Also, if you're concerned about a lack of maneuverability on the SNES pad, don't worry. You can reprogram the A, B, X, Y, L, and R buttons any way you wish to facilitate your favorite moves and attacks. If that weren't enough, Capcom plans to market a separate Street Fighter II joystick, which will truly bring the Street Fighting arcade experience to your living room.

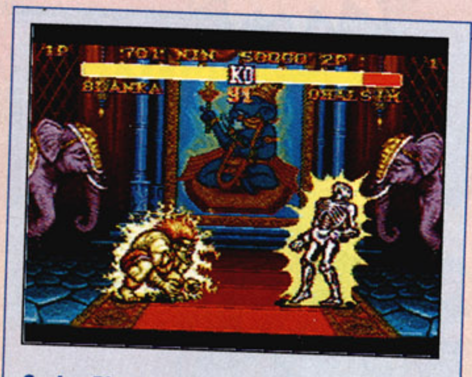
Street Fights to Come

We're still anxiously awaiting a final, reviewable version, but the preliminary cart has the collective GamePro staff slavering for more. Come this July, Capcom may give several million Street Fighters a convincing reason to rush out and buy a Super Nintendo system.

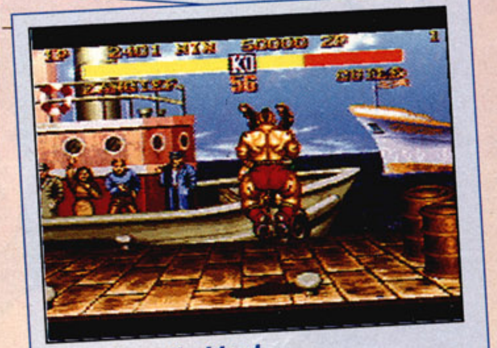
Street Fighter II: The World Warrior
by Capcom U.S.A., Price not available
16 megs, Available July



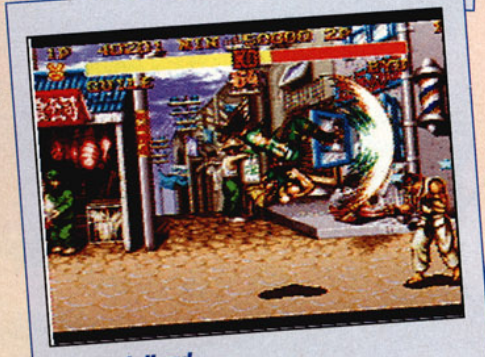
Sheng Long... for real.



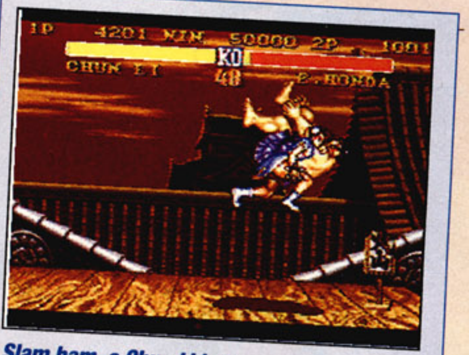
Seeing Blanka's electricity in action is not a joke.



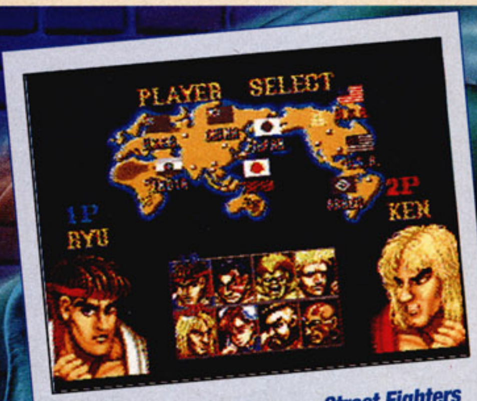
Zangief's a pile driver!



Let's get dizzy!



Slam bam, a Chun Li jam.



Don't forget, there are many Street Fighters all over the world.

Continued on page 28.

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FLYING EDGE
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FERRARI GRAND PRIX CHALLENGE
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1 OR 2 PLAYERS

Get behind the wheel of Ferrari, the ultimate Formula 1 racing machine. *Challenge*...16 authentic Grand Prix tracks, from Monaco to the USA. *Control*...customize your car with 3-speed manual or automatic transmission. *Speed*...feel the adrenaline pumping excitement of interactive, "every-second-counts" pit stops, precision maneuvering, and record-breaking speeds.

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Get FERRARI GRAND PRIX CHALLENGE on NES™, GAME BOY® and GENESIS™...and satisfy your need for speed!!!

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Super Double Dragon

By Slasher Quan

Flash! Marion's been kidnapped again, and this is good news for Double Dragon enthusiasts. Billy and Jimmy Lee are back in town!

Enter the Dragon

Super Double Dragon is Tradewest's all-new, never-before-seen, SNES martial arts cart. Check out this pre-fight first look.

With the help of a refresher martial arts course and the SNES controller, Billy and Jimmy have mastered advanced fighting techniques to complement their classic moves. The Jump, Punch, and Kick attacks are sharper than ever, and the fierce new Kiai and Defend options strengthen your Double Dragon arsenal.

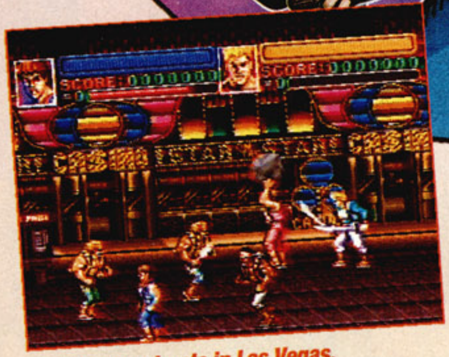
For a Roundhouse move, Cyclone Spin Kick, or to power-up your damage, you must charge your Kiai meter and let it fly. The Defend button enables you to block and reverse enemy assaults! You grab an arm lock. Then throw, fist-slap, or face-kick the opponent.

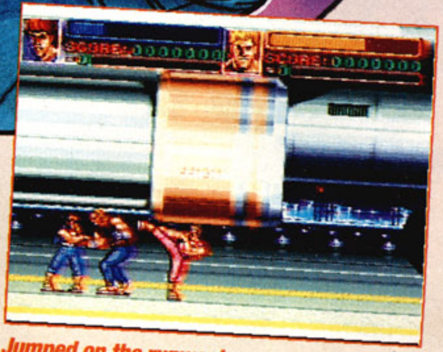
Super DD's seven mission make this cart the Lee Brothers' greatest challenge yet. Billy and Jimmy hunt down Duke, kingpin of the Shadow Warriors. They rock through great-looking deadly alleyways, dojos, and deserted factories in Las Vegas, the Airport, Chinatown, the Golden Gate Bridge, the Slums, the Forest, and the Duke's mansion. The gang's all here - Williams, Roper, Baker, Jeff, Chin. These boss bruisers mix it up like never before.

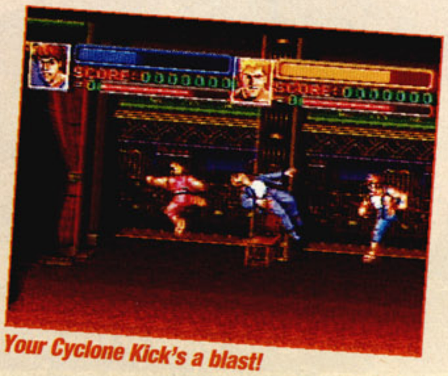
We Want MORE!

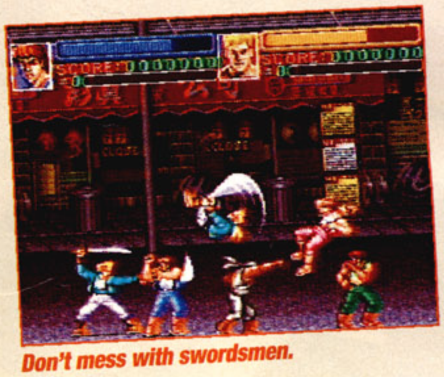
We're counting the days until Tradewest slips us a final cart with all seven martial arts missions in place. We bet you are, too. Look out Final Fight! Look out Streets of Rage! Look out world! Double Dragon kicks butt and takes names.

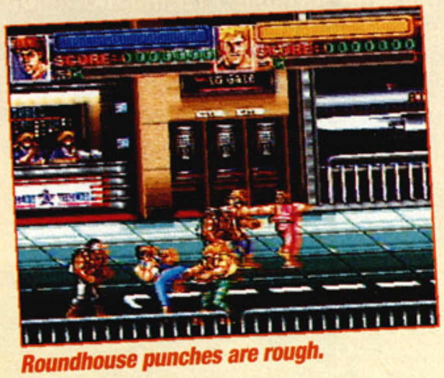
Super Double Dragon by Tradewest
Price not available, 8 megs
Available July '92, 2 players

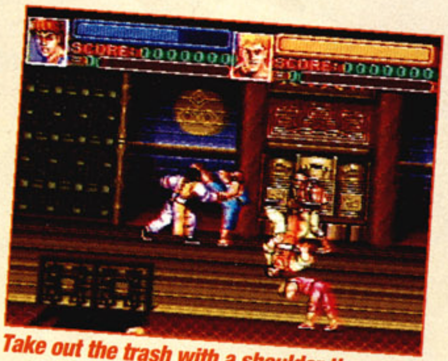

Take to the streets in Las Vegas.


Jumped on the runway!


Your Cyclone Kick's a blast!


Don't mess with swordsmen.

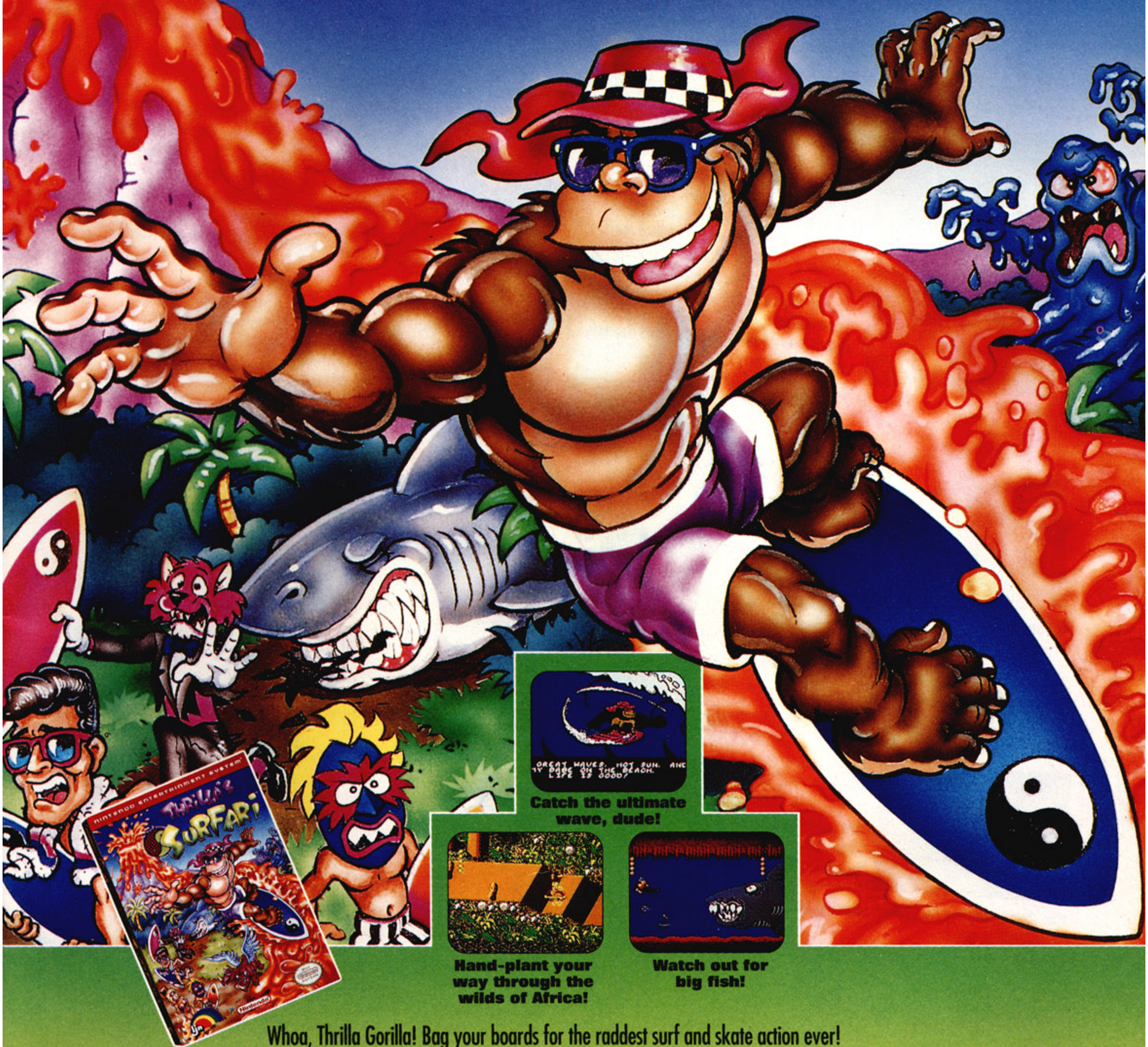

Roundhouse punches are rough.


Take out the trash with a shoulder throw.

Continued on page 28.

GO APE!

with THRILLA'S SURFARI™ for the NES™



GREAT WAVES, HOT SUN, AND MY BABE ON THE BEACH. LIFE IS GOOD?
Catch the ultimate wave, dude!
Hand-plant your way through the wilds of Africa!
Watch out for big fish!
NINTENDO ENTERTAINMENT SYSTEM
THRILLA'S SURFARI
Nintendo

Whoa, Thrilla Gorilla! Bag your boards for the raddest surf and skate action ever!

The evil Wazula has taken your babe to Africa. Skip the curbs and quarter-pipes; gnarly jungles and bakin' deserts are the ultimate skate challenge...ever aerial over a crocodile? Killer volcanoes and mammoth waterfalls mean surfin' more hardcore than Maui!

The excitement rips, but Wazula's two-headed flying Rhino and a way-tough Lava Monster demand serious shreddin'! So carve, slash, and trash Wazula with THRILLA'S SURFARI for the NES™...before he makes a monkey out of you!

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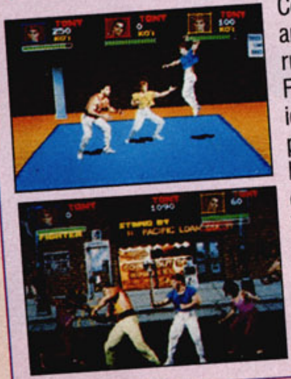
Quick Hits!

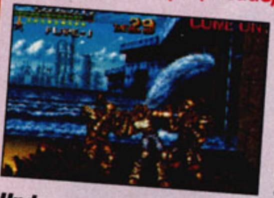
Guardians of the 'Hood (Arcade)



Center City's besieged by gang wars, and three players crusade to oust the ruffians. Atari's coin-op sequel to Pit-Fighter sports powerful digitized graphics, which out muscle even its predecessor. Each player chooses between four street warriors that can execute 35 moves, plus a Power Move. We have a hunch your local 'Hood's arcade will be jammed to capacity when Guardians arrives!

Guardians of the Hood by Atari Games, Available now

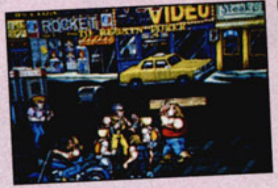
Undercover Cops (Arcade)



The year is 2043: and the future's another crime horror story. One to three players join forces as the Undercover Cops. Each character's equipped with a two-button arsenal of punches, kicks, jump kicks, shoulder blocks, combos, and throw moves. Get five stages of brawling with Undercover Cops.

Undercover Cops by Irem Amercia, Available now

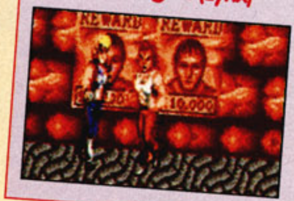
The Combatribes: The Silent Mission (Super NES)



Cyborg street warriors, the Combatribes, are coming to your home 16-bit system thanks to American Technos. With new moves and new gangs, Berzerker, Blitz, and Bullova must dismantle the Ground Zero gang and its leader, Martha Splatterhead, deep within New York's crime-gripped streets.

The Combatribes: The Silent Mission by American Technos
Available October

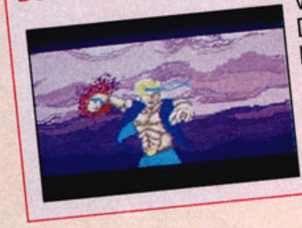
Double Dragon (Lynx)



Telegames brings Double Dragon to the Lynx, with classic martial arts action and weapons straight from the coin-op original.

Double Dragon by Telegames, $39.95,
Available September '92

Double Dragon (Game Gear)



Virgin's revamped your favorite Double Dragon action for handheld GG screens! Hammer (a.k.a. Billy Lee) has a all-new, one-player adventure, which contains original enemies, weapons, and moves.

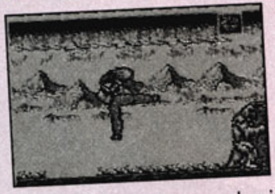
Double Dragon by Virgin Games
Available October '92, $39

Sengoku 2 (Neo-Geo)

SNK's hit samurai slasher, Sengoku, has a Neo-Geo sequel in the works. The ancient warlord returns to threaten world peace once again. You strike back with more forms, more moves, more enemies, and more levels than last time. Let us at it!

Sengoku 2 by SNK, $179

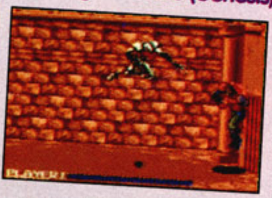
Fighting Simulator 2-in-1 (Game Boy)



Flying Warriors' fans rejoice! Fighting Simulator 2-in-1 combines the best of both martial arts worlds. In the Fighting mode, you choose from seven contact sports such as kung-fu, wrestling, and boxing, and enter a World Championship tournament. The Action mode pits Rick against the Dark Dragon clan in a familiar side-view, beat-'em-up game.

Fighting Simulator 2-in-1 by Culture Brain, Available now, $27.95

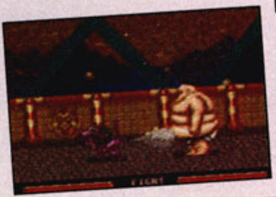
Fighting Masters (Genesis)



Arrrrrrgh! Fighting Masters is Treco's take on street fighting with beasts! You can play 12 intergalactic, inhuman battlers. Each has over a dozen vicious clubs, jaws, and tentacle attacks. Enter a one-player tourney to save your solar system, or a two-player, no-holds-barred, grudge match.

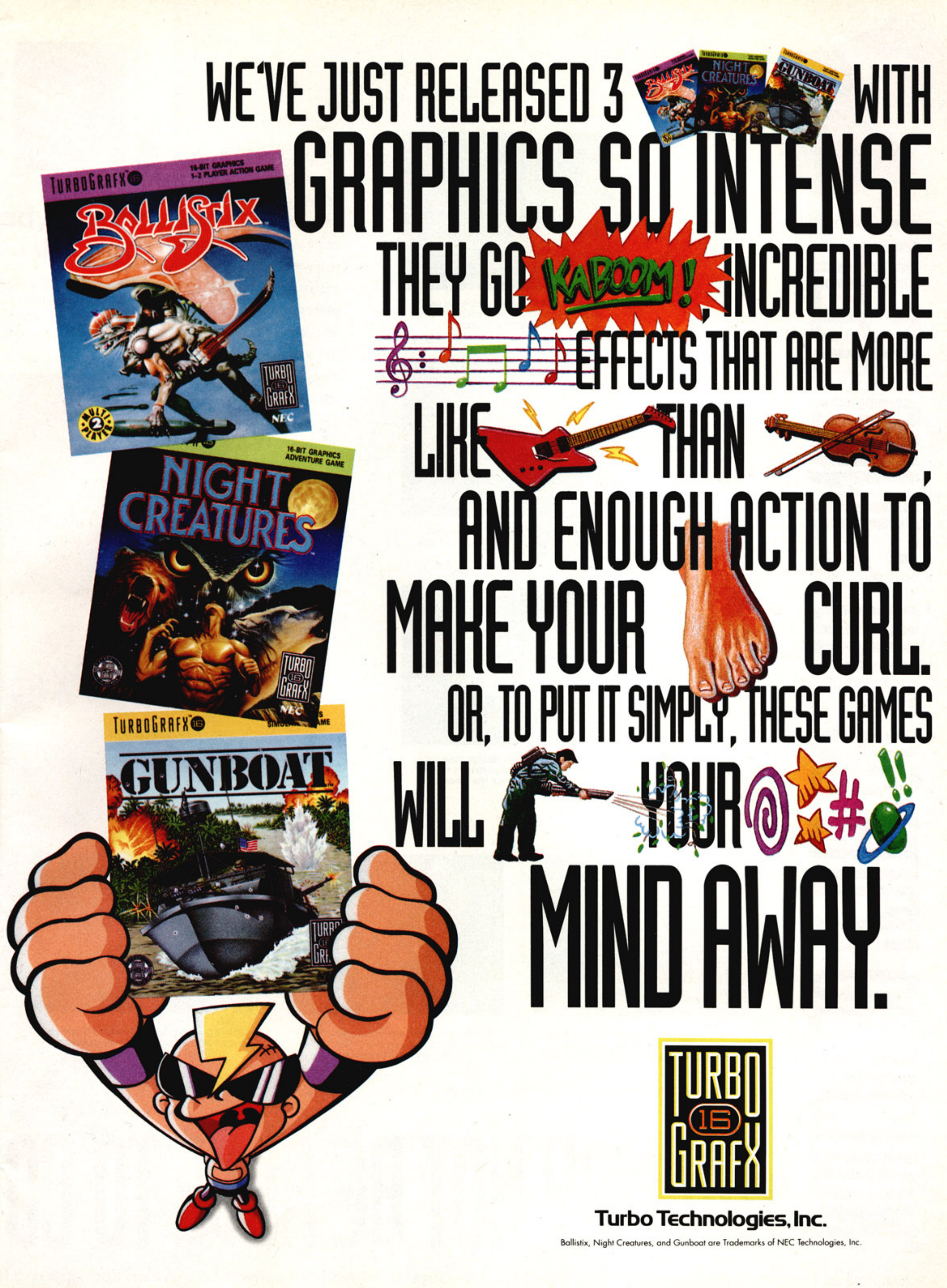
Fighting Masters by Treco, $44.95, Available now

Slaughter Sport (Genesis)



Razorsoft's Slaughter Sport is the new name of Mondu's Fight Palace. In the Arena of Death, you battle Mondu and his 15 top contenders with fists, claws, and Magic moves.

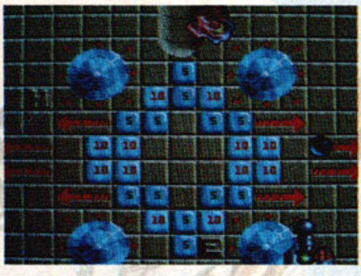
Slaughter Sport by Razorsoft
Available now


WE'VE JUST RELEASED 3 WITH
GRAPHICS SO INTENSE
THEY GO KABOOM!, INCREDIBLE
EFFECTS THAT ARE MORE
LIKE THAN ,
AND ENOUGH ACTION TO
MAKE YOUR CURL.
OR, TO PUT IT SIMPLY, THESE GAMES
WILL YOUR @ # !!
MIND AWAY.
TURBOGRAFX 16
16-BIT GRAPHICS 1-2 PLAYER ACTION GAME
BALLISTIX
MULTI 2 PLAYER
NEC
16-BIT GRAPHICS ADVENTURE GAME
NIGHT CREATURES
GUNBOAT
TURBO 16 GRAFX

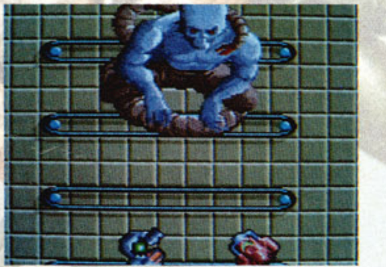
Turbo Technologies, Inc.

Ballistix, Night Creatures, and Gunboat are Trademarks of NEC Technologies, Inc.

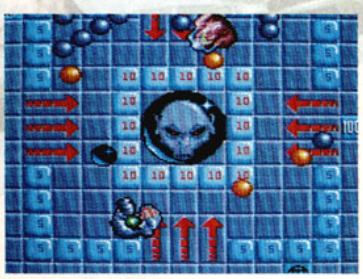
THESE GAMES ARE SO FULL OF ACTION, YOU MAY NOT BE ABLE TO CO



When the alien referee drops the puck, you'll have to maneuver fast to control the puck off the bumpers.

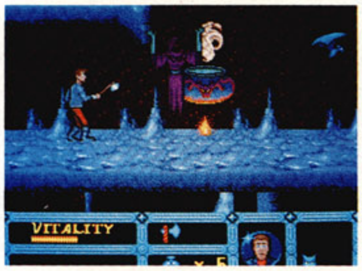


On the floor of Ballistix Stadium are numbered tiles. Activate them and you can earn bonus points.

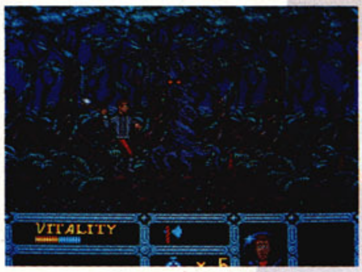


Be an architect and design your own stadium. Eight reprogramming options let you customize the game.

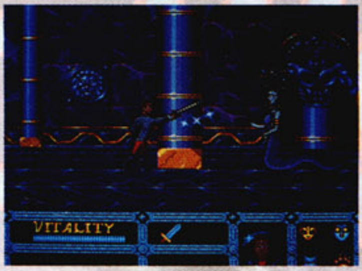
You're a gladiator about to face off in an intergalactic game of space hockey called Ballistix. An alien hand drops the puck. And before you know it you're off blasting at the puck with your cannon, ricocheting it off walls and bumpers and trying to slam it into the enemy goal. Hitting bonus items on the way will boost your score. Hitting land mines and puck splitters won't. Not to mention the acid pools, puck magnets, and the weird effects of gravity you'll find on the playing field. And be prepared, because Ballistix comes flying at you with graphics that are out of this world, and sound that will hurtle you into the next. But if you still think this game is a slapshot in the face, we let you change the difficulty levels in every part of the game, from the puck's speed to the nagging pull of gravity, to give you a fair shot. So suit up and get Ballistix. Because outer space has no room for spectators.



Collect items to help you defeat Level Bosses. With every level you complete, you'll be rewarded with a special power.

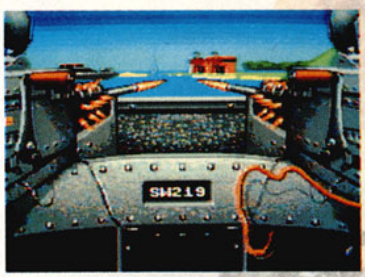


Wander through Darkwood Forest and try to outwit the wolves, werewolves, and strangling vines lurking here.

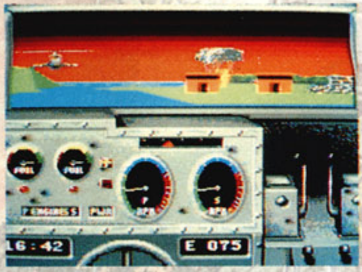


In the final stage, The Queen of Darkness appears. If you defeat her you will be rescued from the curse.

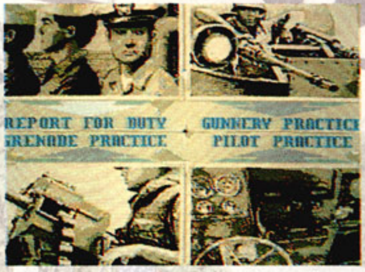
Available at Toys "R" Us, Babbages, Electronic Boutique, The Good Guys, McDuffs, Software etc., Video Concepts and t



First person perspective lets you identify and destroy enemy targets from four different gunnery positions.



Receive updates about your target, engine power, RPM, and direction as you monitor the action from the pilot's station.



Practice the skills you'll need to survive before you go head to head against Colombian drug lords, rebel armies, and the Viet Cong.

You've just been put in command of a Navy Patrol Boat. But before you get your orders, you'll receive training as a sharpshooting machine gunner, a deadly artillery expert, and a steely eyed navigator. Once you master these skills, the admiral will give you a briefing and you'll shove off to rescue POW''s from the Viet Cong. Or go up against a Colombian drug cartel. Or root up the fanatic rebel army of a deposed South American dictator. As you do battle, monitor the action from a first person perspective at four different battle stations. And choose which weapons you want on your boat. But don't wait too long. Your enemies aren't going to let your POW's live forever. So get your training, your assignment, and your visa card. Because the jungles of the world don't take excuses. And they don't take Americans kicking ass.

GUNBOAT™

You've been bitten by the Queen of Darkness, and you have until dawn to find a cure. Wander through nine nightmarish levels on your quest to cure yourself. Along the way, you'll encounter witches, werewolves and other demons of the night. Get help from the few friends you meet on your journey. Iron swords, crossbows, rifles, and other life saving weapons are yours to use, if you can find them. Fend off werewolves and vampires with garlic and crosses, or lure these creatures of death out with pieces of meat. And as you battle your way past the different levels, you'll gain special powers to change into different creatures. Of course, don't forget the hair raising graphics and spine tingling sound effects that will make your blood curdle. Dawn is quickly approaching. Either save yourself from the evil spell of the Queen of Darkness, or go get yourself a nice, black velvet cape.

NIGHT CREATURES™

NTAIN YOURSELF.

TURBO 16 GRAFX

Turbo Technologies, Inc.

ough Sears Catalog.

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EXTRA INNINGS
SUPER NINTENDO ENTERTAINMENT SYSTEM
SONY IMAGESOFT
Official Nintendo Seal of Quality
LICENSED BY Nintendo
Hook

ACTION

What do you want?

Finger-blistering speed? Eyeball-popping color? Total control? Gameplay so smooth you can cut it with a knife?

Well whatever it is, we've got it. And plenty of it.

Like awesome sports and incredible action/adventure games.

Check 'em out.

In Extra Innings, our newest hit for the 16-bit, you call the shots and control all the action: the starting lineup, your batter's slugging power, the spin on the curve ball, even your player's dive for a shot up the middle.

With Soccer Mania, for GameBoy, you take the field against six of the world's toughest teams. Then it's your job to kick, pass and dribble your way to the world cup championship.

On the action/adventure front, for NES and GameBoy, both Hook and Hudson Hawk will

GAME BOY
SONY
Hook

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IMAGESOFT
HUDSON HAWK
SONY
GAME BOY
Nintendo
SOCCER MANIA
SONY
IMAGESOFT
SMARTBALL
SUPER NINTENDO
ENTERTAINMENT SYSTEM
Official Nintendo Seal of Quality

PACKED!

get your blood pumping.

In Hook, you not only do battle as Peter Pan with the pirates and creatures of Neverland, you also board Hook's ship and square off in a duel for the fight of your life. (It's a good thing you can fly!)

GAME BOY
Nintendo
HUDSON HAWK

Hudson Hawk puts you in the shoes of the world's most famous cat-burglar. As The Hawk, you have to outsmart world-class criminals and sneak through traps, tunnels and airshafts to steal the secret device that will save the world from ruin.

And in SmartBall you'll enter the wackiest worlds imaginable, as you change your shape and slip, slide, slither and ooze your way through steamy tropics and urban battlezones.

So check out these action-packed games from Sony Imagesoft.

If it's action you want, we've got it.

SONY
IMAGESOFT™

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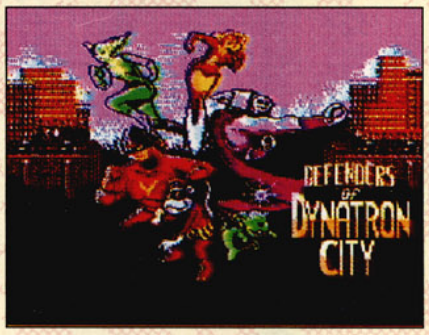
NINTENDO PRO REVIEW

DEFEN
of Dyna

By Feline Groovy

So, you wanna' be a superhero? Then you might be interested in a game by Lucasfilm Games. It's the long awaited, quirky, action/adventure title, Defenders of Dynatron City.

If the Defenders sound familiar, it's no surprise. The crew stars in a special six-part, miniseries comic by Marvel and a ½ hour cartoon show, which airs on the Fox Television network. This crew's definitely not lacking for backing! However, they do lack thumb-burning excitement and sharp graphics, which together dull this cart's potentially dazzling concept.

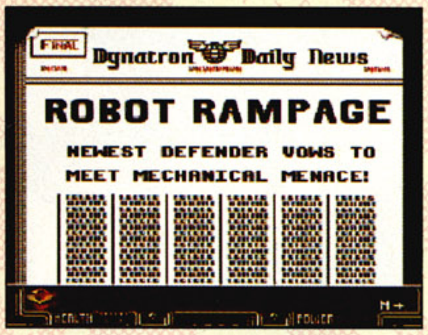


An impressive looking bunch.

Once Upon a Crime

Professor Melvin Myron, a scientist with a brilliant mind and nasty intentions, began tinkering with his infamous soft drink recipe, Proto-Cola. Eventually, Dr. M came up with what he lovingly called Atomic Syrup, which he promptly tested on a lab monkey. The results? A super smart simian and a self satisfied professor. Dr. Myron then went a bit off his rocker and decided to use the syrup for his own selfish gain.

Glug, glug, glug. Down went the syrup and...ZING...Dr. Myron became Dr. Mayhem – destructor of Dynatron City! Fortunately, the lab monkey had better plans for his newly acquired super brains. He took the last bit of syrup and sloshed it over his friend, Wendy Weedwacker, and her workbench. The Defenders of Dynatron City were born: Monkey Kid, Toolbox, Buzzsaw Girl, Jet Headstrong, Ms. Megawatt, and Radium Dog.



FINAL

Dynatron Daily News

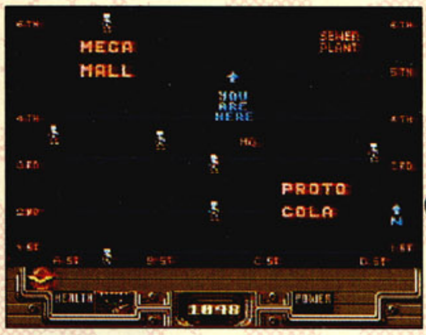
ROBOT RAMPAGE

NEWEST DEFENDER VOWS TO MEET MECHANICAL MENACE!

Read all about it.

Street Life

Dr. Mayhem's created a menacing mass of robotic henchmen and planted them all over Dynatron City. This means major clean up duty for the sensational sextet.



Your key to the city.

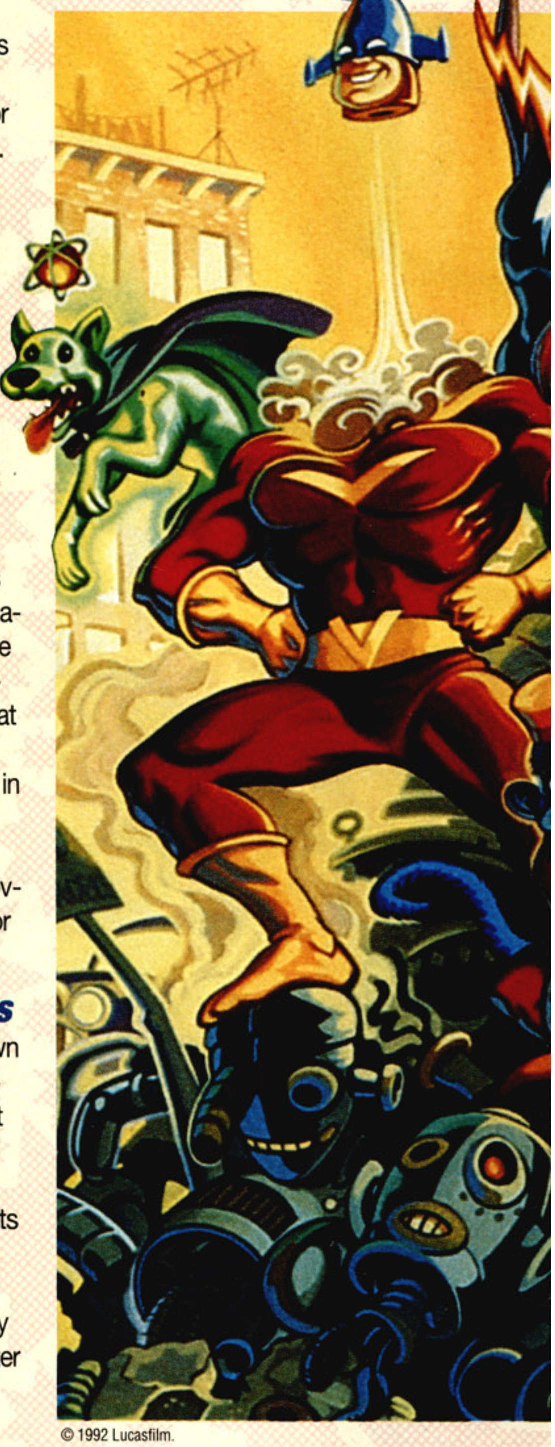
The four-level quest for justice takes the Defenders through the streets of Dynatron City, into the local Mall, down into the vast sewer system, and through the infamous Proto-Cola factory. Only one hero at a time can seek and destroy robots. If a Defender is captured, another one steps in to complete that leg of the mission.

Dynatron puts up a pretty good fight. In addition to blasting the fast-moving robots, you must beat a time limit for each level.

Super Power Ups and Downs

Each superhero, of course, has their own special powers. Monkey Kid, for example, hurls a mean explosive banana. Jet Headstrong really blows his top at enemy robots. Shapely Ms. Megawatt, lights up Mayhem's menagerie with bolts of electricity.

The variety of superhero powers in this game is commendable, but you may long for your own super powers to master

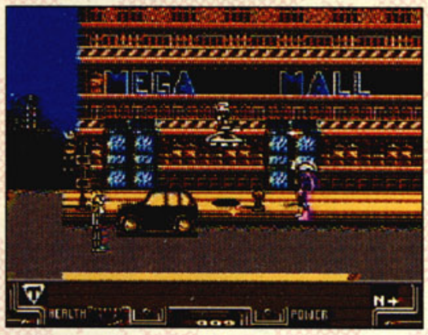


© 1992 Lucasfilm.

IDERS
tron City

these superheroes. Speed and agility are not a Defender forte. Your thumbs and your patience will get a major workout as you try to catch up to the robots. Also, you have to be in the perfect position to score a hit with your super powers, and you'll have a tough time finding it.

PROTIP: Begin with Toolbox. He has one of the least effective attacks. You can afford to have him captured early in the game.

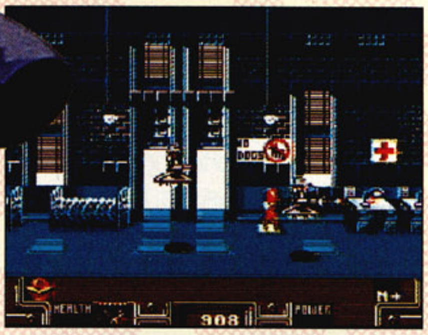


A hard head, for sure!

Super Shopping

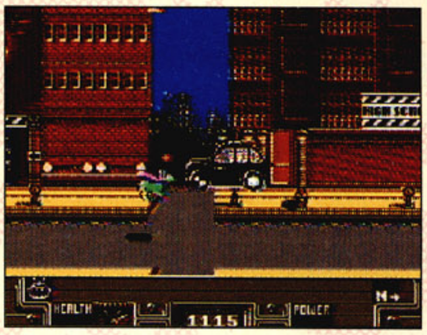
Dynatron City has plenty of places to explore. Dozens of shops, a hospital, a police station, and other urban facilities line the city streets. Once an area has been cleared of enemies, a Defender can enter the various buildings to search for clues, Power-up items, and Dynatron dollars, which can be used later to purchase goodies at the Mega Mall.

PROTIP: Look for food in Matt's Meat shop on D Street, as well as in Harry's Diner on 5th Ave.



PROTIP: The Hospital's a great place to look for Power-ups – especially if you're Toolbox.

Obviously, a tremendous effort was put into the graphic details of Dynatron's architecture and its inhabitants. However, they lack the punch to pop off the screen and grab your attention. The tunes aren't bad, although they sound suspiciously similar to those heard in that video blast from the past, Maniac Mansion.

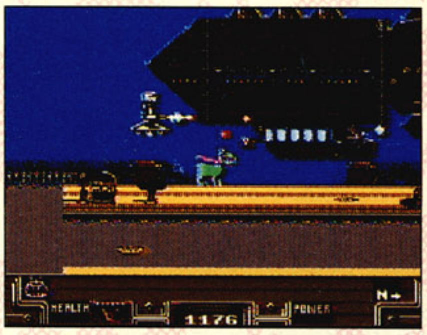


The jaws of steel.

PROTIP: Many of the robots are slow in their method of attack. This makes attacking from behind very effective.

PROTIP: Save Ms. Megawatt for last.

PROTIP: Make a rough drawing of the Dynatron City street map and keep it handy.



A big problem for a small dog.

A Well-Intentioned Crusade

The Defender's of Dynatron City are unquestionably full of personality. But they need more than that to make this cart an outstanding video game. Let's just say that the Defenders of Dynatron City is perhaps worth its weight in silver, as opposed to gold.

The Defenders of Dynatron City
by Lucasfilm Games

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.0	3.0	3.5	INT. Intermediate

Price not available
2 megs
Available June '92

Adventure
One-player

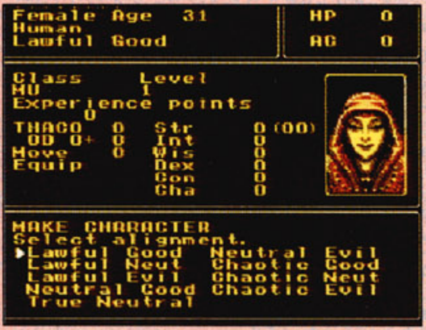
NINTENDO PRO REVIEW

By Scary Larry

You and your band of adventurers smirk at the stories of gruesome monsters and hideous guardians that litter the way to the Pool of Radiance. The glory and gold you seek is too tempting to let a trifling matter like death stand in your way.

"Advanced" Dungeons & Dragons

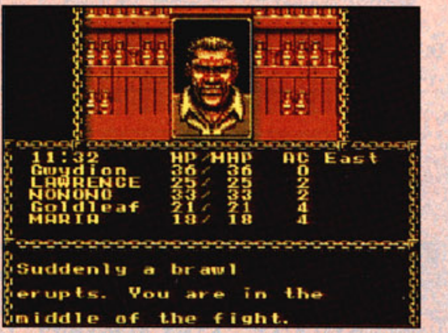
The key word here is "advanced." The city of New Phlan needs your help, and only serious Role Players need apply! In order to squeeze any fun out of Pool of Radiance by FCI, you'll need to have a good working knowledge of things like charisma levels and THACO (To Hit Armor Class). This game's two most important attributes are HP (hit points) which shows how much punishment you can dish out, and AC (armor class) which shows how well you can avoid being hit. Pick characters with a high HP and low AC.



```
Female Age   31         HP    0
Human
Lawful Good             AC    0

Class      Level
MU         1
Experience points
     0
THACO   0  Str      0 (00)
 OD 0+  0  Int      0
Move    0  Wis      0
Equip      Dex      0
           Con      0
           Cha      0

MAKE CHARACTER
Select alignment.
▶Lawful Good   Neutral Evil
 Lawful Neut   Chaotic Good
 Lawful Evil   Chaotic Neut
 Neutral Good  Chaotic Evil
 True Neutral
```

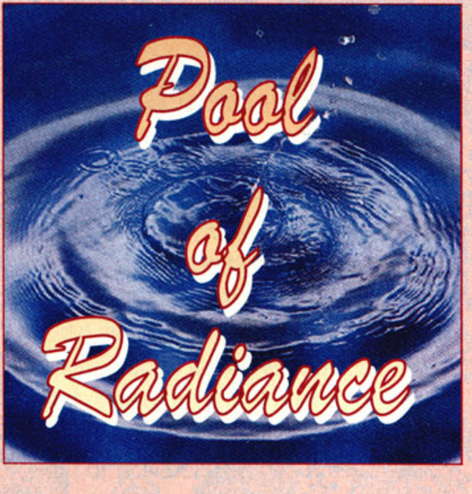
Create your own characters!

You begin the game by creating your own band of warriors or by using three presets. There are fighters, thieves, clerics, magic users, or combinations, like a thief/magic-user and a cleric/fighter. Different players need different strengths. For example, fighters need higher HP's, while thieves need higher dexterity levels. When starting out, you should make everyone "neutrals" (the middle-of-the-road sissies of the RPG world). Since the game play is sluggish (often times players will hit out of turn or repeatedly get hit out of turn without being allowed to defend themselves) you should set your characters for "AUTO" when beginning the game and watch the battles with a detached eye. You might want to turn the sound down as well. The music and sound effects are repetitive and uninspired.



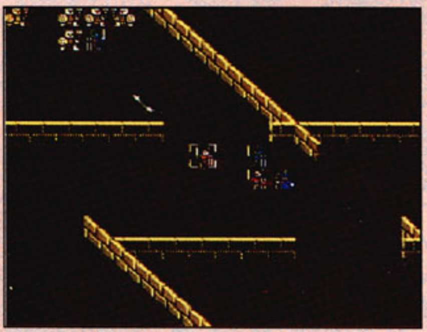
```
 11:32       HP/MHP   AC East
 Gwydion     36/ 36    0
 LAWRENCE    25/ 25    2
 NONONO      33/ 33    2
 Goldleaf    21/ 21    4
 MARIA       18/ 18    4

Suddenly a brawl
erupts. You are in the
middle of the fight.
```

PROTIP: Don't listen to too much gossip in the tavern. After the second attempt at eavesdropping, a fight always erupts.



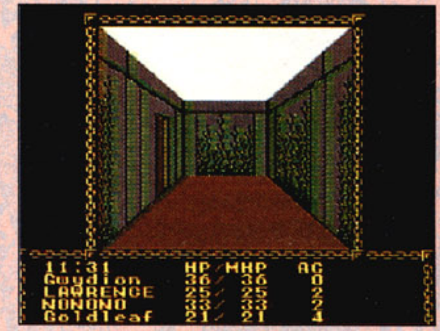
By the Book

The standard RPG format follows throughout. Your warriors must rid the land of monsters, find something magical/mysterious and watch out for butt-chomping bad guys. On your way, you'll encounter familiar opponents, such as orcs, trolls, goblins, Lizard Men, Giant Frogs and other assorted uglies! Of course, there are treasures, magic spells, weapons, and mysteries galore.



PROTIP: Keep bows and arrows in the early levels. Although not high in damage points, you can shoot them from a distance and they are usually pretty accurate.

You start the game in a classic 3-D perspective that switches to a ¾ overhead battle view, where the graphics are small and nondescript. You may have trouble telling your party from your opponents.' In the 3-D scenes, keep an eye on your direction meter, since the walls are indistinguishable from each other. Use the "AREA" command (a handy auto mapping feature) as much as possible. You'll encounter fewer monsters and have a better idea of where you're going. Also, make maps of your own. You'll need them. If you flee during a fight, you'll lose the ability to use "AREA."



```
 11:31       HP/MHP   AC
 Gwydion     36/ 36    0
 LAWRENCE    25/ 25    2
 NONONO      33/ 33    2
 Goldleaf    21/ 21    4
```

Down in the slums.

PROTIP: Never resist the guards unless you are powerful enough to fight them! Guards begin as Level 8 Fighters.

PROTIP: After clearing Sokal Keep, you can sail anywhere. Head East. The monsters are weakest here, and you can rack up valuables in the Kobolds' cave.

PROTIP: When the old man in the slums asks for the potion, go to the entrance of the Rope Guild and continue Southeast.

RPG Lite

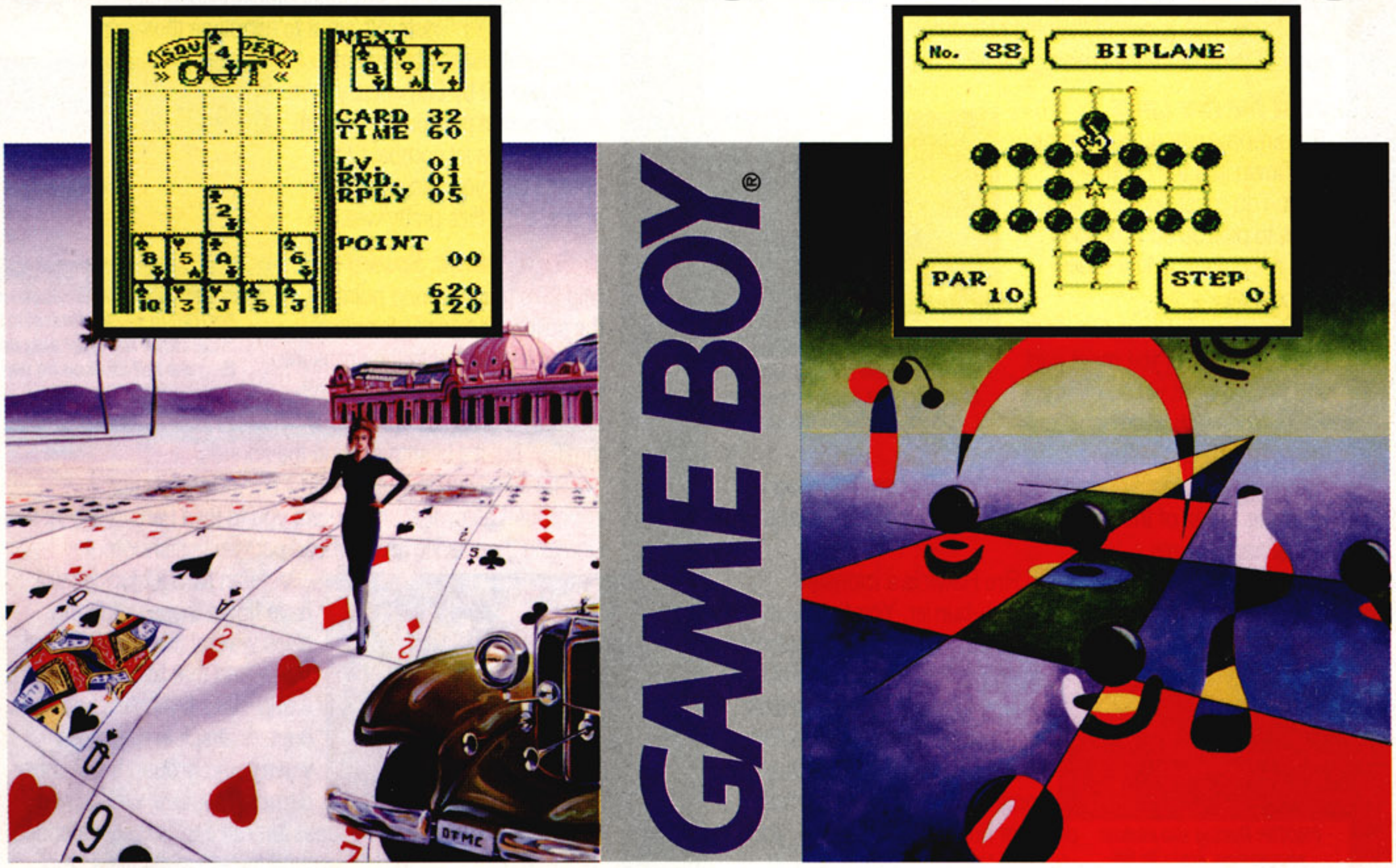
Don't dive into Pool of Radiance with your eyes closed. The graphics and sound are pretty weak. The manual reads like the Tibetan Book of the Dead and is harder to understand than calculus. If your idea of a fun afternoon is figuring out dexterity levels as opposed to personality alignments, then by all means jump feet first into this Pool.

Pool of Radiance by FCI

Graphics	Sound	Control	FunFactor	Challenge
Zz	Zz			ADV.
1.5	1.5	3.0	3.0	Advanced

$69.99	Role-playing
4 megs	One player
Available April '92	Battery back-up

MIND GAMES



Square Deal™

The Game of
Two-Dimensional Poker

Think fast. This is definitely no ordinary poker game. Counting the cards is not so easy when you're dealt a new one around every five seconds. It'll take all the concentration you have to beat this game. Of course, a little luck couldn't hurt.

LAZLOS' LEAP™

Puzzle Extraordinaire

Think all you like. In fact, take all the time you need to figure out 100 increasingly challenging and involving puzzles that may make you forget what planet you're on. By the way, make sure you have plenty of spare batteries.

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NINTENDO PRO REVIEW

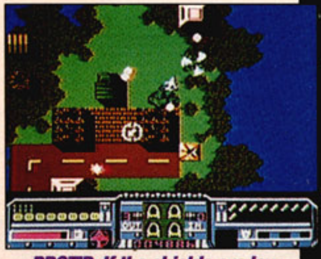
Fire Hawk

By Frequent Flier

Fire Hawk by Camerica is a wild and wooly whirlybird shoot-'em-up. This is one of the best helicopter combat carts currently cruising the NES skies.

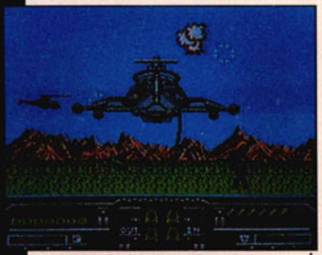
Just for the Laffs

The airborne war against drugs has flown into the country of Lafia. You must fly seven Missions to pick up commandos who are gathering key intelligence data.



PROTIP: If the shields are low and you have paratroopers onboard, return to the ship.

The game features two cool perspectives. For the most part, you fly and fight via an overhead view. When you make a pickup, the action shifts to a behind-the-copter view, where you must blast druggie copters flying in from the sides of the screen. Miss and they get a free shot that always scores.

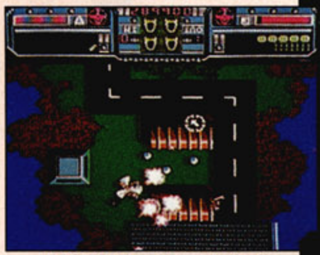


PROTIP: During the pickup sequences, learn to hit enemy choppers with one button press.

Fire Hawk is a monster thumb-burner. You fight with a generous, but limited, supply of ammo and bombs. In each Mission, you recover commandos scattered across ever-growing island strongholds. The drug forces lay down a murderous cloud of fire. Just four hits fry your shields. At least, blasting enemy vehicles, buildings, and gun emplacements releases power-ups for ammo, bombs, shield repair, and broader shot patterns.

The game play is definitely tricky. The turning controls are very sensitive, which helps when moving quickly. Being able to fly backwards, as well as you can fly forwards, is a big plus.

The graphics and sound are top-notch. The overhead view pix are good-looking and sharp. Tiny tanks, and even tinier commandos, are very easy to see. The sound doesn't mess around with cheesy music, devoting all its energy to aggro game effects.



PROTIP: To make relatively safe landings, clear out enemy anti-aircraft batteries around your paratroopers before you pick them up. But watch your fuel gauge.

This Hawk's on Fire

Even if you don't like combat chopper carts, you might like this one. It's suitable for all ranges of flight experience, but only the pros are likely to reach Mission 7. Don't do drugs, do Fire Hawk.

Fire Hawk by Camerica

Graphics	Sound	Control	FunFactor	Challenge
				EXP.
4.0	4.0	4.5	5.0	Expert

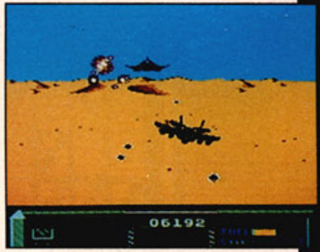
$49.95
2 megs
Available now
Air Combat
One-Player

Mig 29

By Frequent Flier

The new world order has driven the KGB's Colonel Crackov absolutely nuts. He's out to sabotage the American/Soviet alliance at any price.

In Mig 29 by Camerica, you're an ace Soviet pilot out to crackup Crackov. This jet combat cart doesn't take you into any new airspace, but it flies pretty well.

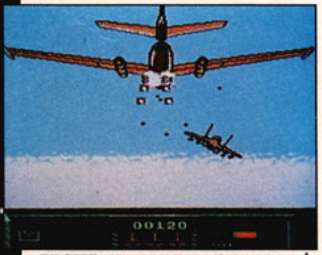


PROTIP: In the first mission, scrape along the right side and then the left as soon as you take off to get all four weapons.

A Supersonic Soviet

Mig 29's major strong point is the solidly designed, diverse payload of jet combat that it drops into the NES. You fly six lengthy missions. The graphics are solid, if familiar, but it's best to ground the sounds.

The aerial action begins with a behind-the-jet aerial shootout. Later missions require you to fly a behind-the-jet session and then tackle an overhead perspective shootout.

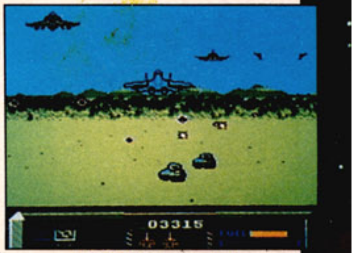


PROTIP: Versus boss jets, stay to the far left or right until it shoots at you. Then swing underneath it, blast away, and retreat to the opposite side.

Veteran NES jet jockies will have flown these unfriendly skies several times before, but they'll find that Mig 29 puts up a world-class fight. Jets and helicopters attack in merciless waves, and ground fire is murderous. Massive, well-armed boss aircraft and fiercely defended ground targets await fliers who make it past the initial waves of enemy forces.

PROTIP: When you're killed, you're temporarily invincible for a few seconds after your new jet appears.

Your challenges aren't limited to shooting. To keep your buttsky flying, you must also pull off midair refueling and land safely after every mission to earn replacement jets and four types of weapons.



PROTIP: Enemy jets can ram you.

Mig 29's combat action is intense, and the game play doesn't make it any easier. During behind-the-jet scrapes, the controls are super sensitive. However, during the overhead view fighting, your jet's reaction time slows noticeably.

Dig This Mig

If you're a rookie flier, this cart's full of first-time thrills. If you're an NES Ace looking to add another "kill" to your collection, Mig 29 will give you a run for your rubles.

Mig 29 by Camerica

Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.0	3.0	3.5	4.0	Intermediate

$49.95
2 megs
Available now
Air combat
Two-Player

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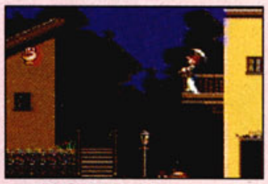
Stanley: The Search for Dr. Livingston

By Feline Groovy

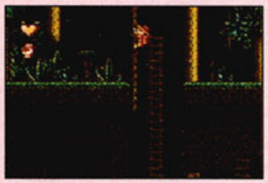
The illustrious Dr. Livingston is missing in the Masza Jungle. In this cutesy action/adventure from SOFEL, you play a mild mannered newspaper reporter who's latest assignment is to cover the mysterious disappearance of Dr. Livingston.



PROTIP: Don't attempt to jump off any ledge without the use of your pack propeller.

Before you enter the not-so-wild jungle, you first hoof it through Port Harken in search of supplies for the journey and information from the locals. From here, the remainder of this long, continuous journey (no level breaks) takes you through various sections of the jungle, across a rugged coastline, and into weird subterranean caverns.

Once inside the jungle, you are promptly greeted by the resident creatures. You'll encounter a mean-looking, though relatively harmless, bunch that includes snakes, mansize insects, and snap-happy crocodiles. Defense is a matter of choice. You can zip away from enemies via your propeller pack, or you can duke it out head-to-head with your fists. If you prefer to attack from a distance, a variety of objects, including spears and coconuts, can be confiscated from enemies or picked up off the ground and hurled.



PROTIP: Move from vine to vine as quickly as possible. If you waste too much time, you'll be eaten alive by snakes that slither down from the treetops.

Stanley: The Search for Dr. Livingston doesn't rank among the hottest action/adventures of the decade. Yet, it has a certain amount of charm, and better still, endless continues. The graphics are large and attractive. The gameplay is fluid and its loaded with secret areas to explore. You just might like this cart, I presume.

Stanley: The Search for Dr. Livingson by Electro Brain

Graphics	Sound	Control	FunFactor	Challenge
				BEG.
4.0	4.0	4.0	4.0	Beginner

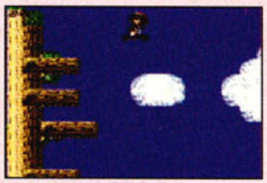
$49.95
2 megs
Available July
Action/Adventure
One Player
Unlimited continues

The Blues Brothers

By Slasher Quan

Blues Bros., Jake and Elwood, rocked and rolled their way to a box office smash in "The Blues Brothers." Unfortunately, Titus NES cart isn't quite up to the swingin' standards set by John Belushi and Dan Akyroyd.

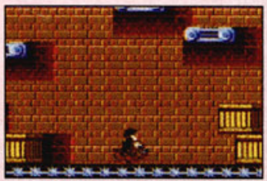
You must guide Jake and Elwood through five side-view, multi-directional scrolling stages to reach the performance on time. The brothers can journey together in a two-player mode and flip-flop the screen view back and forth between them. However, this means one character often disappears off the screen-a major pain.



PROTIP: Climb this tree and follow Level 1's cloud path to the exit.

BB's levels contain little story complexity and are, for the most part, unrelated to the movie. J & E attempt to survive until they reach the exit of each stage. They must avoid being mashed by snakes, blobs, birds, blobs, cops, and more blobs. Where's the orphanage in need of rescue? Or the jilted girlfriend? Or the gig at the country bar?

If Blues' game play had been well designed, the lack of film tie-ins could have been excused. Sadly, this is not the case. Jake and Elwood are haphazard to control at best. With only 2 continues, this cart's way too difficult for most gamers and there are too few items, secrets, character moves and power-ups. Blues Brothers' big plus is it's music. You get toe-tapping, 8-bit sounds, but there aren't a ton of tracks. The graphics are crisp and fairly colorful, too. However, this cart's action doesn't win any laurels. If you're still up for these brothers, try a precautionary rental or you might end up singing the video game blues.



PROTIP: Ride the bulldog to safety in Level 2.

The Blues Brothers by Titus Software

Graphics	Sound	Control	FunFactor	Challenge
				EXP.
3.0	4.0	2.0	2.0	Expert

$49.95
Available now
Action/Adventure
One player
2 continues

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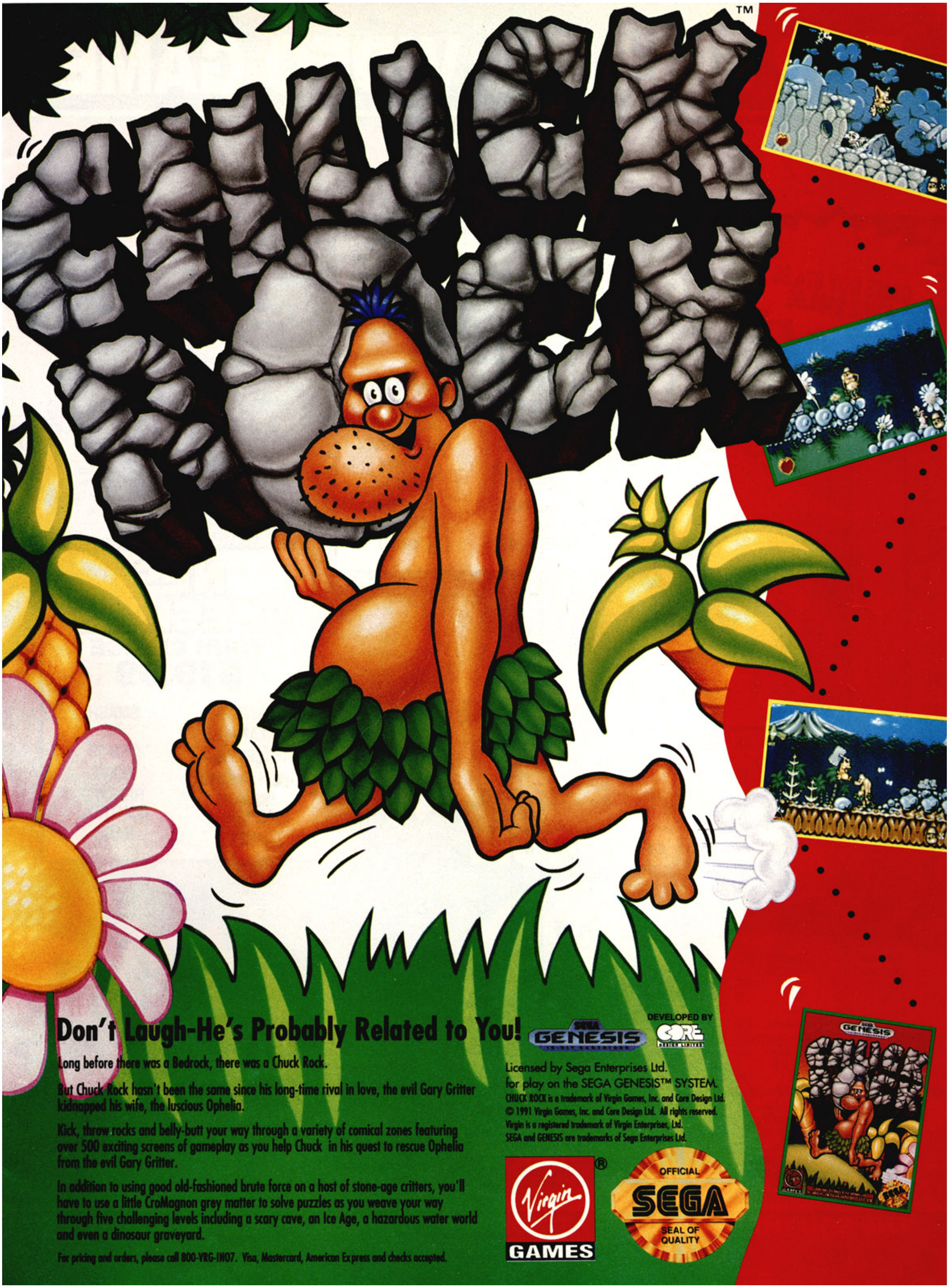

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In addition to using good old-fashioned brute force on a host of stone-age critters, you'll have to use a little CroMagnon grey matter to solve puzzles as you weave your way through five challenging levels including a scary cave, an Ice Age, a hazardous water world and even a dinosaur graveyard.

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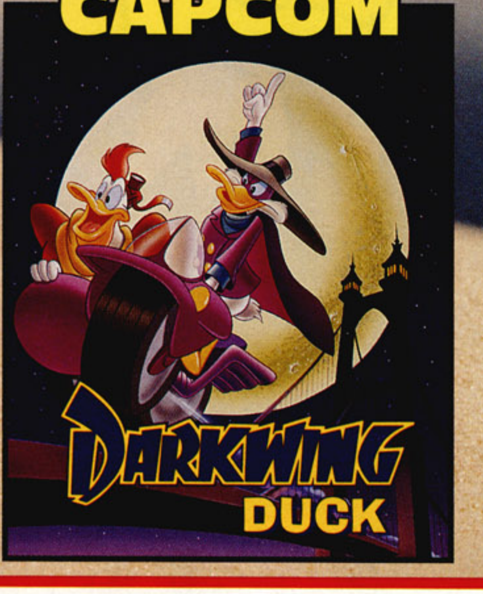

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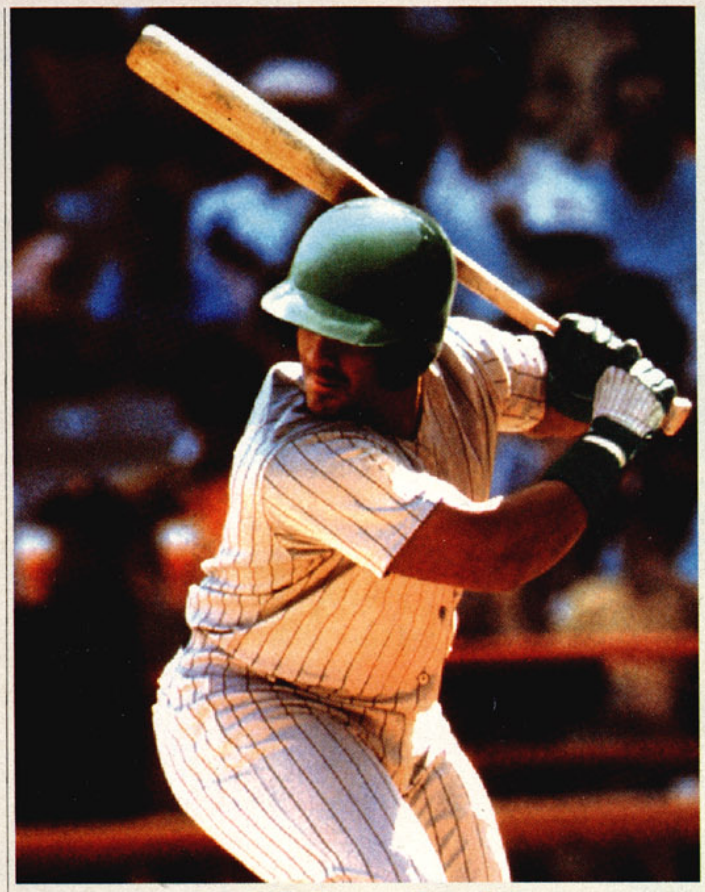
Baseball Carts

The Sports Page

June 1992



This Cart Talks a Good Game

Sports Talk Baseball

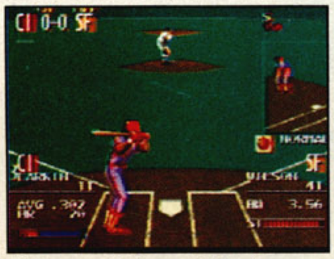
Genesis

By Dirty Player

Sega breaks the sports sound barrier again. Like Joe Montana Sports Talk Football, this cart's 200 plus phrases make it sound like you're listening to the the radio, but you're really dictating the onfield action! The voice belongs to Lon Simmons, who San Francisco Bay Area residents will recognize as the one-time voice of the San Francisco Giants, the Oakland A's, and the San Francisco 49ers.

You're in the "Bigs"!

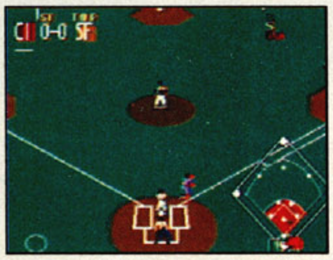
A "smart" mouth isn't the only thing this cart has going for it.



This game's licensed by the Major League Ball Players Association (MLBPA). That means, you get players from all the major league teams in both the American and the National Leagues! The cart features 520 players from the 1991 league rosters. Each team has 20 players, including 8 pitchers.

You can play three nifty game modes. For one-time practices, choose the Exhibition Game. This is the only spot for multi-player match-ups, but you can set up 2 to 6 team round robin games.

When you're ready for the Bigs, go to the Pennant Race, where you can set 15-, 30-, 81-, or 162-game seasons on your way to the World Series. The CPU sets up a schedule of a 3-game series, and you can save your standings.



If you're a fantasy fan, All Pro Game enables you to put together a "dream" team of players from both Leagues, or you can play one star at several positions simultaneously.

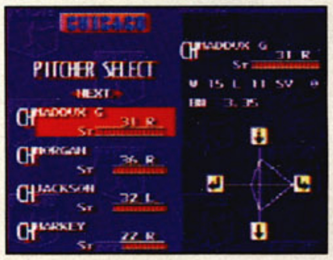
Sports Talk does more than talk a good baseball game. Video ballplayers get a solid contest, and managers earn their pay. Pitchers tire, so you have to go to your relievers. In the Pennant Race, pitcher fatigue carries over several games. The infielders can play Up, Back, or Normal, and the outfielders adjust accordingly. Batters are rated according to their ability versus right-handed and left-handed pitching. Pitchers are rated according to their ability to throw four pitches – curves, sliders, fast balls, and change-ups. Each fielder is rated for speed, hitting power, range on defense, and throwing arm strength.

PROTIP: In clutch situations, batters "come through" according to the ability of their real-life counterparts to make clutch hits. That attri-bute's programmed into the cart. However, there's no clutch hitting indicator in the game.

During a game, individual players can dive and leap for hit balls. Pitchers can also vary the speed of their pitches. With men on base, you can adjust your lead, steal, double steal, delay steal, hit and run, and even pull a suicide squeeze.

PROTIP: These hitters are real pros. So, don't throw the same pitch three times in a row, even if it's a strike the first two times.

The stats nuts will have to do their own arithmetic. Individual player stats and team stats don't accumulate over a season. However, you do get postgame analysis and, of course, commentary.



The graphics hit a solid .300. Using actual team colors makes the uniforms look cool, and the batters have different stances. The sound, naturally, is impressive. However, sometimes the announcer's calls lag noticeably behind the plays.

It's Outta Here!

This is a no-brainer for Genesis ballplayers. Sports Talk is definitely your next baseball challenge. It'll open your eyes, and ears.

Sports Talk Baseball by Sega

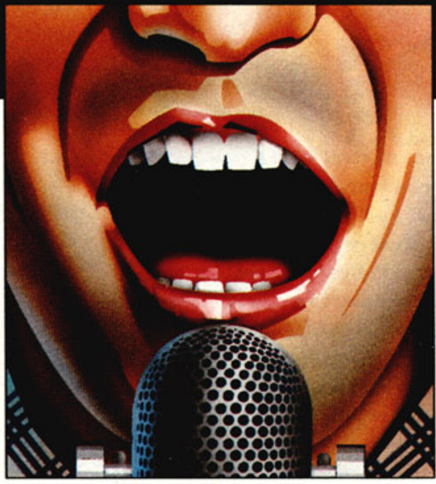
Graphics	Sound	Control	FunFactor	Challenge
				ADV.
4.0	4.5	4.0	4.0	Advanced

$64.95
8 megs
Available now

Sports: Baseball
Two-Six players
Battery save, voice

Continued on Page 46

Finally, Baseball So Real It Calls 'Em As It Sees 'Em.



Sports Talk.

Will Clark

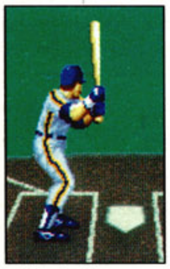
Sega™ announces the biggest improvement in the game since nachos. New Sports Talk Baseball™ from Sega™ Genesis.™ The only video baseball game with a play-by-play announcer who covers all the action as it happens. We're talkin' everything from the top of the first inning to the bottom of the ninth.

Listen Up.

"Bottom of the seventh. The relief pitcher is in. He takes a long look and delivers. The steal is on. There goes the throw… safe! Runners at second and third now. Here's the three-two pitch. Ball four. He loads the bases."

Terry Steinbach

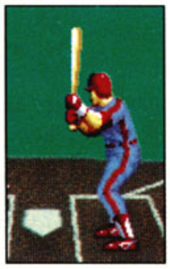
More than 500 players and their 1991 season stats.



Travis Fryman

Talk about your deep bench. We've teamed up with the Major League Baseball Players Association to let you choose from more than 500 big league players, and their 1991 stats. Sluggers such as Canseco, Strawberry, Puckett and Ruben Sierra. Strike-out artists like Ryan, Eckersley and Roger Clemens.

Play Ball.



Lenny Dykstra

It's like playing and coaching in the bigs, only better. You'll get to call everything from the batter's stance to a sacrifice bunt. Through a full 162 game season, including a pennant race.

And you'll hear the action on every play as it goes down. From Rickey Henderson's steals to Cal Ripken Jr.'s latest grab. All the runs, hits and errors. The pick-offs, steals, and shoe-string catches.

Remember, there's only one place to catch chatter like this. New Sports Talk Baseball from Sega Genesis.

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500 PRO PLAYERS. BASED ON 1991 STATS

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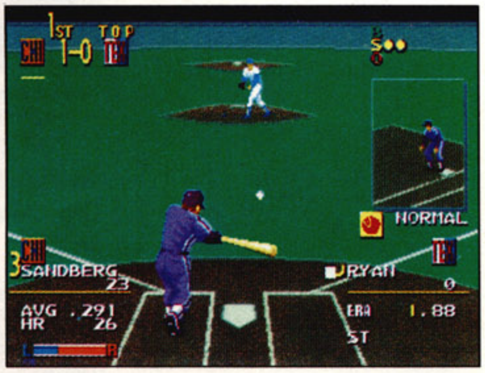

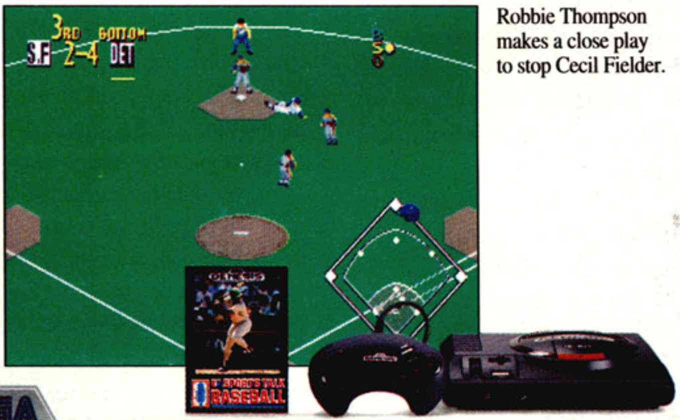

Robbie Thompson makes a close play to stop Cecil Fielder.

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Baseball Stars II: The Same Only Different

Baseball Stars II

By Fanatic Fan

After a few minutes of playing the latest NES Romstar cart, Baseball Stars II, you'll feel time-warped back to 1989. That was the year SNK sold over a million of the all-time great NES sports cart, Baseball Stars.

Baseball Stars wasn't the prettiest looking baseball game ever made. It didn't have digitized voices, real pro baseball players, or real pro teams. But despite all of that, it was, without a doubt, one of the most addictive baseball carts ever made.

Unlike its competitors, Baseball Stars had a battery backup that enabled you to create a team from scratch, save your team stats, and even name the players. If you wanted Will Clark on first base, you got him!

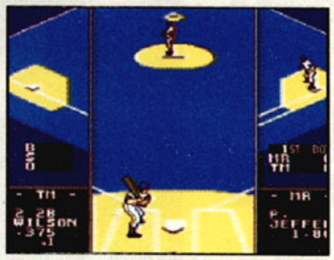
As you played, you earned money each time your team won, which you used to improve your players' skills. With Baseball Stars you were both player and general manager.

Déjà Vu in '92

Flash forward to 1992. SNK is no longer a Nintendo licensee, and Romstar is releasing Baseball Stars II. The good news for Baseball Stars' fans is the sequel is a lot of fun. The bad news is it isn't very different from the original.

In fact, there are only three key differences – you can choose from four stadiums in BS II (BS-I only had one stadium); you can shift your outfield formation left or right (BS-I outfielders always played "straight-away"); and you can no longer name your players. Other than that, Baseball Stars II is an exact duplication of Baseball Stars I.

PROTIP: You can start with a more powerful team by using the "Make Team" and "Trade Player" options. Start with a base team, then create five "dummy" teams. Each dummy team starts with approximately $30,000. Use the money to improve one or two players. Then trade your weak base team players for the improved players on the dummy teams. You can do this over and over by removing the dummy teams you've picked clean and creating new teams to leech from.



PROTIP: Shift outfielders left versus right-handed batters and right versus left-handed batters.

The Old Ball Game

If you already own the original Baseball Stars, you'll be disappointed that the sequel isn't much more than a clone. If you don't own an NES baseball game, this is a great catch. Because of its battery backup and great controls, you'll never get tired of it. Baseball Stars II is a great way to get into the swing of the 1992 baseball season without worrying about contract negotiations or player injuries. Isn't that every baseball fan's dream?

Baseball Stars II by Romstar

Graphics	Sound	Control	FunFactor	Challenge
				INT.
3.0	3.0	5.0	5.0	Intermediate

$54.95	**Two Player**
3 megs	**Battery Backup**
Available June '92	**Passwords**
Sports: Baseball	

Baseball Stars 2 Belts a Homer

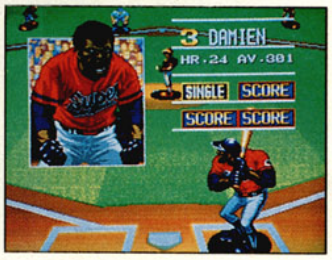
Baseball Stars 2

By Colorful Commentator

Yeah baby! Fans of the arcade titles, Baseball Stars and 2020 Super Baseball, haven't seen nothin' yet. Baseball Stars 2 is SNK's latest hardball strive forward on the Neo-Geo, and it cooks!

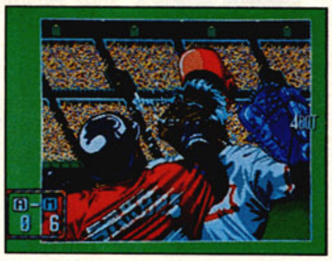
Remaining faithful to the coin-op schematics of the previous entries, BS-2 keeps it simple. Sign up for a 15-game pennant race or a player vs. player contest. Choose either automatic play, which positions your fielders for you, or manual, which makes you work the joystick. The CPU logs stats for the six imaginary teams in your League, while you manage relief pitchers, pinch hitters, and batter power-ups. You can't shift fielders or customize teams, so concentrate on the action.

Step up to the plate and take your cuts from a blow-away, over-the-hitter's-shoulder view. Check it out! Close-up camera windows display the pitcher-batter confrontation. A hit shifts the perspective to a smooth-scrolling, top-down view. The control is near perfect. You can throw to any base, run pick-off plays, and dive or jump for the ball. If only BS-2 had an outfield radar to track your fielders!



PROTIP: Take a lead! Press Button B once to inch your runner off the base, and then again to steal.

BS-2's ballpark atmosphere is unreal! Struck-out players snap their bats, exhausted hurlers breathe heavily after an overload of pitches, and bean balls clear the benches. Even the digitized voices are coherent.



Bean a powered-up batter and suffer the consequences!

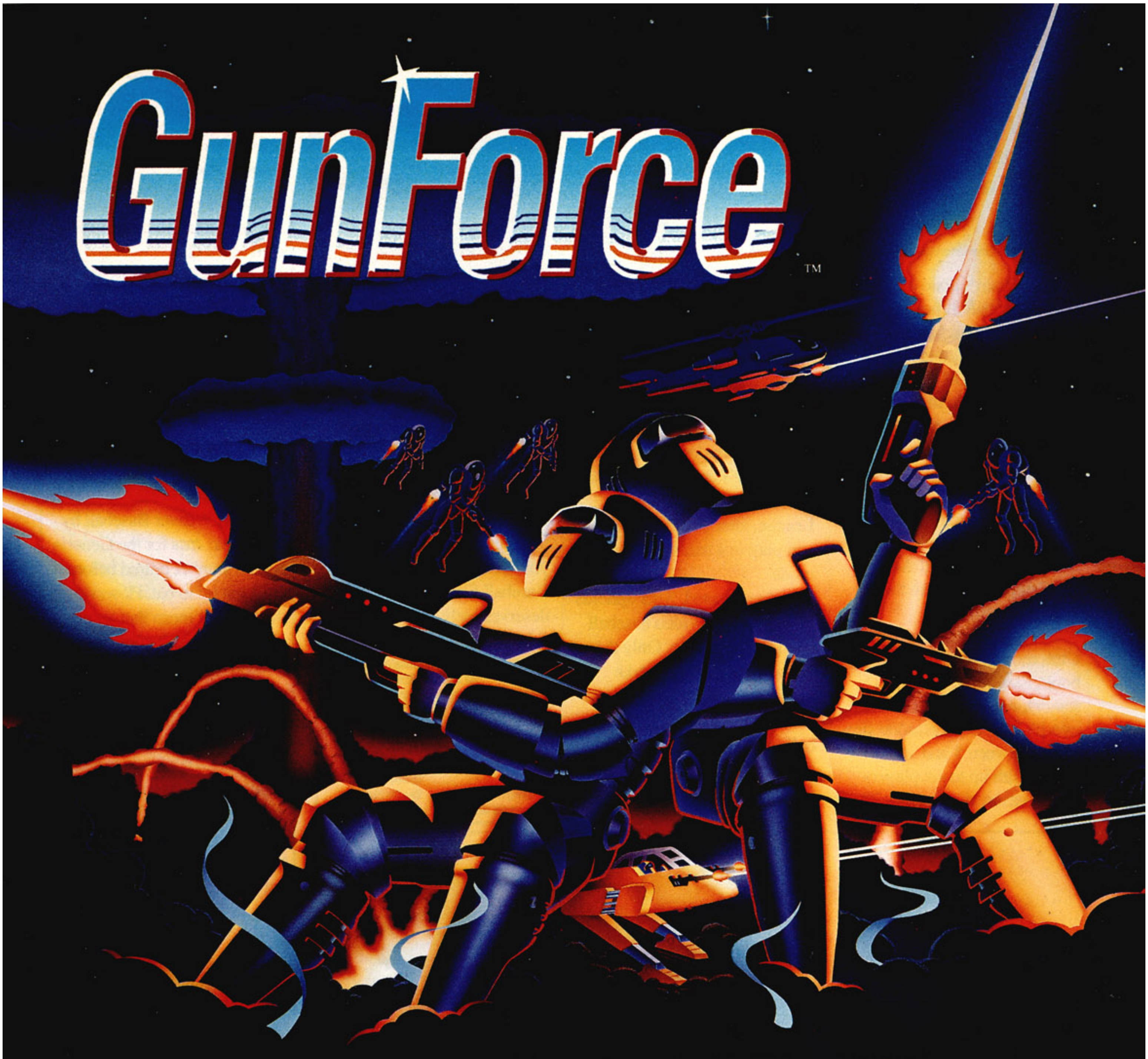
BS-2's game play is World Series caliber. Buy me a Neo-Geo, and take me out to Baseball Stars 2!

Baseball Stars 2
by SNK Home Entertainment

Graphics	Sound	Control	FunFactor	Challenge
				INT.
5.0	4.5	4.5	5.0	Intermediate

$179	**Two Player**
Available June '92	**Memory Card Save**
Sports: Baseball	

Continued on Page 48



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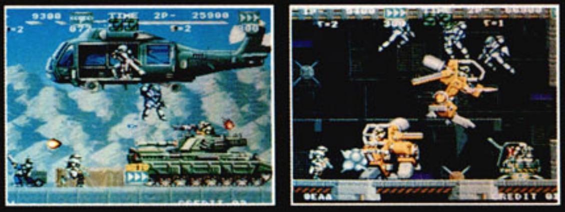

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Ultra League Keys SBS Comeback

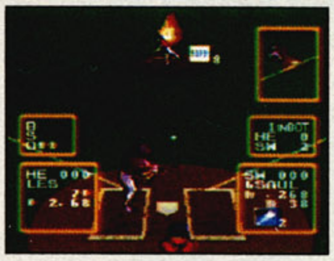
Super Baseball Simulator 1.000

By Colorful Commentator

Culture Brain's done it again! Super Baseball Simulator 1.000 warps SNES baseball reality.

Forget traditional rules, the real SBS 1.000 fun begins when you play in the Ultra League. Each team gets Ultra Points to use on several of the 39 batting, pitching, and fielding techniques. Hit a baseball and turn it into a meteor! Throw a baseball, which freezes in mid-flight! Also, jump three stories into the air to catch a ball!

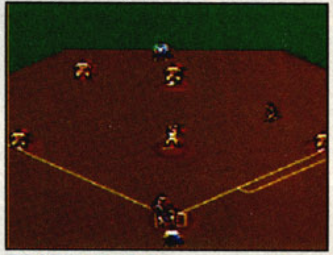
Aside from the optional Ultra moves, SBS plays by the book. Exhibition mode is a standalone contest for one or two-players. Season mode simulates between 5 and 165 games with up to six players each. Season also records 27 stat categories for all six of your League's imaginary teams, and you can save the pennant chase to battery.



An Ultra screwball!

SBS 1.000 puts customization options at your fingertips. You can edit teams, create teams, form a new League, alter your Ultra Points, and play in a management mode.

As expected, SBS upholds the established video baseball controller template. Only the Ultra and dive moves take training. The graphics swing a bit below 16-bit average, with balloony cartoony players. However, they provide a clear view of the action. The music and sound effects are obnoxious, so hit your mute button!



PROTIP: Fool the computer by alternately advancing and retreating third- and first-base runners. Draw a throw to home and steal second!

Players who take hardcore baseball in big gulps can suit SBS to their needs, and casual gamers should try the offbeat Ultra League. If you place game play depth high on your scouting reports, Super Baseball Simulator 1.000 deserves early-round draft consideration.

Super Baseball Simulator 1.000
by Culture Brain

Graphics	Sound	Control	FunFactor	Challenge
2.5	2.0	4.0	3.5	ADV. Advanced

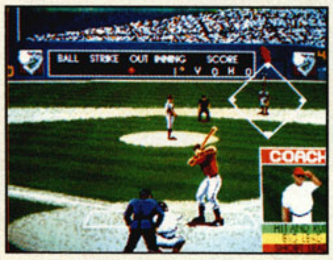
$59.95	Sports: Baseball
4 megs	One-Six Players
Available now	Battery Backup

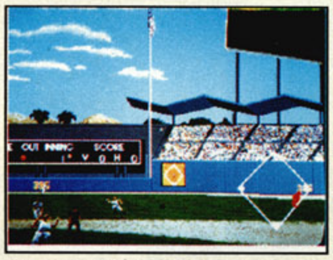
Baseball Games on Deck

By Colorful Commentator

Here are two games that didn't make it to the Sports Pages this month, but they ought to be available about the time you read this. Look for Sports Pages coverage on both these products soon.

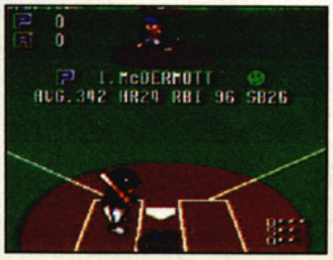
Relief Pitcher (Arcade)





Atari's Relief Pitcher looks and sounds like a coin-op grand slam! The near TV-quality graphics combine with real-life announcer Jack Buck's commentary to take you out to Atari's arcade ballpark. Using the joystick and a special Cluster button, one or two-players control the action and manage their teams. Pitchers choose from a range of throws, and batters can call their shots and use power swings. No real Major League teams, but you get five stadiums, salary bonuses, on-screen baseball cards for the players, an All-Star game, and play-offs.

Extra Innings



Sony's Extra Innings is a big-time baseball game for your SNES with small-time players. Cute, pudgy characters don't holdback the full range of hardball options. One or two-players can engage in an Exhibition game, an All-Star contest, or a full-season Pennant Race. Diving and jumping grabs, a fatigue factor, lead-offs for base runners, and a battery save enhance the game play.

Big League Names for Big League 16-bit Carts

By Dirty Player

It looks like Major League stars are going to bat for 16-bit carts in 1992.

Roger Clemens MVP Baseball may be Acclaim's SNES starter in '92. So far, only sketchy info about the cart is availabe. Plans for the cart include two-player head-to-head play, a variety of weather conditions, and games on artificial turf as well as real grass.

Earl Weaver Baseball by Electronic Arts for the Genesis had its number retired before it even got up to bat. However, that doesn't mean that sports monster EA isn't coming to the plate in this hot sports category. A new game with a new name is in design and slated for a '92 release. Stay tuned.

Accolade's ready to talk Hardball III—and the cart's ready to talk, too. ABC sportscaster Al Michaels is signed up to do play-by-play for this talking Genesis baseball cart, due out later this year. "It's exciting to see the technical advancements that are bringing computer sports games closer to the real thing," says Al, "and I'm looking forward to being a part of that with Accolade's presitgious line of sports simulations."

Sega's Sports Talk Baseball isn't the only Genesis cart approved by the Major League Baseball Player's Association. R.B.I. 4, due out some time in '92, won't broadcast play-by-play, but will feature real-life players and 26 major league teams. Player skills will be based on '91 stats. Also planned for the cart are multiple stadium selection, a Home Run Derby, and "Game Breakers" situation play.

Life In The Fast Lane.

Super Bowling
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1 TO 4 PLAYERS CAN COMPETE!
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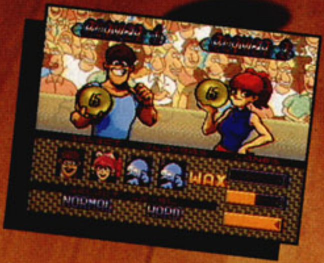
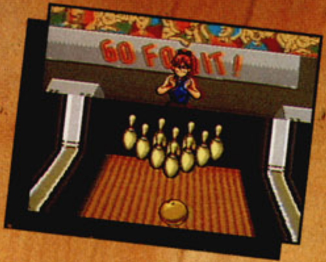
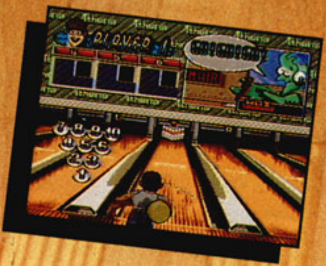
Official Nintendo Seal of Quality
SUPER NINTENDO
ENTERTAINMENT SYSTEM



Choose your weapon: ***Left-handed 6-pounder... right-handed 16-pounder ...and everything in-between.***



You're in charge: ***Control Lane Position, Aim, Spin and Power to find the sweet spot and drop 'em all.***



Check the conditions: ***Get a feel for the lane—things change dramatically after an oil change.***

Anything can happen on 60-feet of well-oiled pine and maple.

The thrill of a three-strike turkey. The heartbreak of a 7-10 split. The embarrassment of a 10th frame gutter-ball.

Super Bowling brings you the excitement, challenge and all the realism of bowling... except for one thing: You don't have to wear someone else's shoes.

- Action for 1 to 4 Players
- Four Cool Characters With Unique Styles and Attributes
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- Set Your Own Pins in Practice Mode

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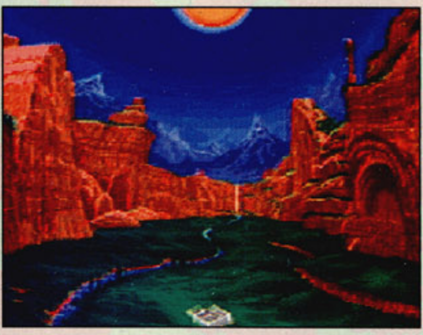
GENESIS PRO REVIEW

By Monty Haul

Duke Hector Barrik's people have suffered through famine, plagues, and wars, but the worst was yet to come. At the height of despair, unknown forces ripped the Duke's stronghold and surrounding lands from the face of The Known World. When the populace regained consciousness, they found themselves in a deep, desolate valley.

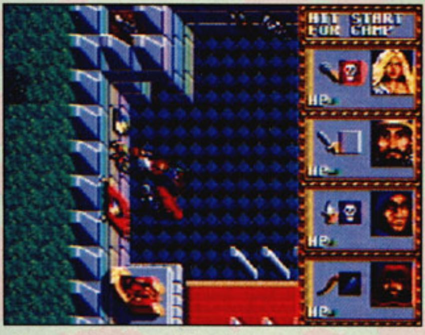


Hell away from home – Hollow World.

A hot, fiery sun beat down from the sky and Beastmen threatened to storm the castle. As the town guards try to placate the frantic populace, the Duke calls on you to protect his castle from the Beastmen.

Marmellian's Missions

In Warriors of the Eternal Sun, a role-playing game for the Genesis, you must seek out Barrik's allies before his castle falls. Court wizard Marmellian guides your journey with instructions each time you return to the Keep. As you search caverns and temples for allies, you find artifacts from ancient tribes. Marmellian's suspicions grow. He believes that many different civilizations have been trapped in Hollow World.

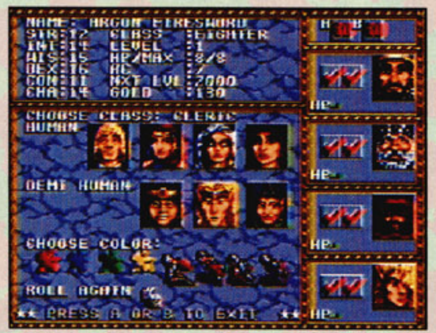


Marmellian is an island in a sea of madness.

Meanwhile, the townspeople are going mad! Is the throbbing, Eternal Sun to blame, or is something far more evil at work?

Band Together

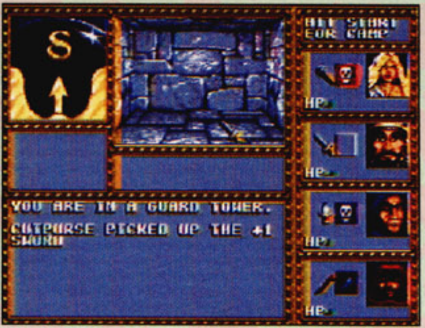
First, you generate scores in six characteristics for your four Warriors. Then you choose their professions. Your options are a human fighter, a human thief, a human magic-user, a human cleric, a dwarf, an elf, or a halfling. Each class has distinct abilities, and your characters' skills increase with experience levels.



```
NAME: ARGON FIRESWORD
STR:12  CLASS   :FIGHTER
INT:14  LEVEL   :1
WIS:15  HP/MAX  :8/8
DEX:16  AC      :7
CON:11  NXT LVL :2000
CHA:14  GOLD    :130
CHOOSE CLASS: CLERIC
HUMAN
DEMI HUMAN
CHOOSE COLOR:
ROLL AGAIN
** PRESS A OR B TO EXIT **
```

Choose your party wisely.

Before setting foot on Hollow World's turf, you can shop for weapons, armaments, and magic spells. If you're injured, the temple provides free of charge first aid. Also, you can purchase a caravan ticket to save wear and tear on your feet. Dialogue with the townsfolk will give you a few pointers, but their sanity slips later in the game. Plot development and communication is less important than exploration and battle.



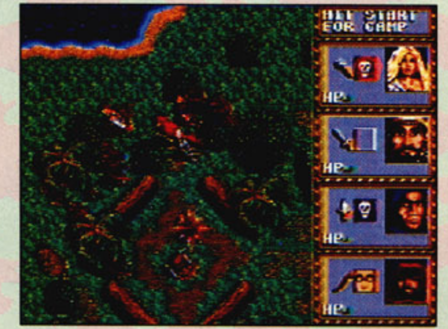
```
YOU ARE IN A GUARD TOWER.
CUTPURSE PICKED UP THE +1
SWORD
```

PROTIP: Search the northeast guard tower for this Sword +1! Also, in a dungeon near the magic shop, look for a Wand of Lightning Bolts and a Sleep Scroll.

Wanderers' Lust

The smooth scrolling graphics are sharp, and the travelers' tunes are merry. Outdoors, and in town, you see all four of your comrades in an angled, top-down perspective. Hollow World's landscaping is particularly picturesque with waterfalls, cliffs, shrubs, and swamps all integrated flawlessly. You can camp outdoors, and save four game files.

Cross paths with an enemy and there's no time to negotiate – only to fight. The excellent tactical combat is shown to scale, and you hear great grunts and sound effects. You take turns commanding each character to attack, retreat, cast a spell, or use an item. You can even use terrain features for a strategic edge! Level-building is a necessary survival tactic before you brave the underground.



PROTIP: Your first task is to scatter the Beastmen who are camping north of the castle. Approach the campfire from the side or you'll be surrounded. Use your Sleep spell to subdue several Beastmen at once.

PROTIP: Don't waste a Scroll in combat. Instead, have your magic-user record it in his or her spellbook.

PROTIP: Missile weapons are a must. Equip each of your Warriors with a sling or a bow, and use move-'n'-shoot tactics often.

PROTIP: Don't aim group-damaging spells, such as a Fireball or Lightning Bolt, too close to your party.

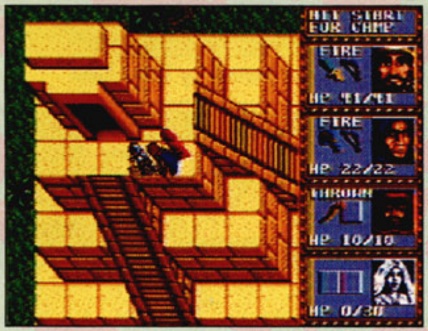
Dungeons of Doom

To reach each civilization, you must journey through underground areas. This dungeon view is first-person, and the action's real-time! All the monsters move and do their own thing while you're exploring. Visually these scenes aren't eye-popping, but they look 16-bit clean. Maze busters will take Warriors' 14 labyrinth levels in stride. A handy auto-

Dungeons & Dragons

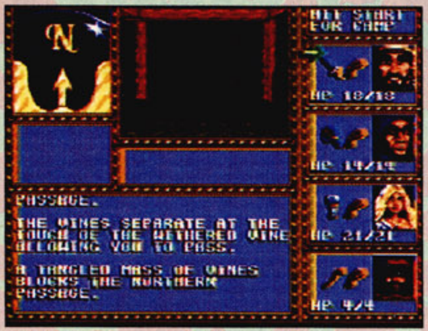
Warriors of the Eternal Sun

mapping feature does the dirty work for you. However, each time you exit a dungeon, the map is erased from memory!



PROTIP: The Azcan Chief's fire walking secrets are guarded within this temple.

Search each cave thoroughly and you'll find secret doors, gold, gems, and priceless magical treasures. You'll encounter numerous creatures, including Carrion Crawlers, Stone Giants, Skeletons, Ghouls, Black Widows, Giant Ants, Elementals, and of course, Dragons. Combat flows smoothly. You flip between characters and issue commands, just like in the overhead view battles.



PASSAGE.

THE VINES SEPARATE AT THE TOUCH OF THE WITHERED VINE ALLOWING YOU TO PASS.

A TANGLED MASS OF VINES BLOCKS THE NORTHERN PASSAGE.

PROTIP: Use your Withered Vine here to unblock the secret passageway to the Beastman's Cave.

PROTIP: Defeat the Troll Chief in the Azcan caves to win a Ring of Regeneration and the Fireball Scroll.

PROTIP: Move quickly while using missile weapons to easily defeat maze dwellers. If there's no escape route, stand in a crevice to avoid being surrounded.

Dragon's Fire

Expectations are high for Sega's first official D & D offering, which was developed by the same companies (Westwood Assocs., Strategic Simulations Inc, and TSR) who brought us the PC Dungeons & Dragons lineup. The result is a win-some, lose-some cart. Warriors' well-executed interface, pretty graphics, and lengthy quest will keep fantasy enthusiasts busy for days.

However, Eternal Sun's story line is one-dimensional with few subplots and little background information on Hollow World. Interaction and storytelling is overbalanced by combat.

Eternal Sun shines as a top-notch round of hack-'n'-bash adventure, but hard-core role-players will deem that it needs work. Reserve a place in your RPG trophy collection for the next D & D installment.

Dungeons & Dragons: Warriors of the Eternal Sun by Sega of America

Graphics	Sound	Control	FunFactor	Challenge
				ADV.
4.0	4.5	4.5	4.0	Advanced

$69.95	Role-playing
8 megs	One-player
Available August '92	Battery backup

GENESIS PRO REVIEW

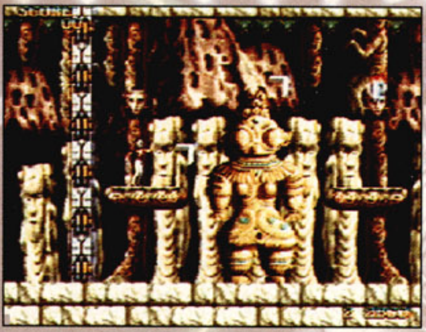
ATOMIC RUNNER

By Scary Larry

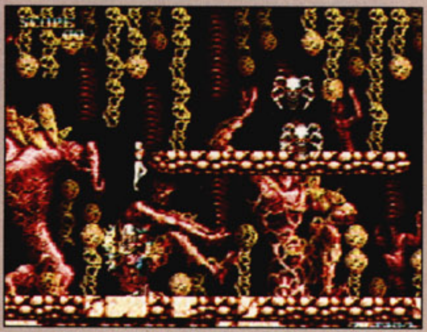
Data East has thrown a twist on side-view, horizontally scrolling action. They've come up with a knockout Genesis cart that will turn gamers upside down (or at least backwards!)

Running Start

An ancient alien race wants to reclaim its old 'hood from the people of Earth. You are Max, Earth's last hope. You get an atomic suit left by the aliens and pretty soon you're atomizing the bad guys.



PROTIP: Just before each boss there should be two power-ups (one high jump and one weapon enhancer). You'll need them both to defeat the boss.



PROTIP: Bounce off the heads of the Sho-fe's (aliens with the thorny shields). If you shoot them, their shields fly off too fast to avoid.

Atomic Runner features some cool fire power and moves. You begin with a laser, a cool jumping move, and four-way or six-way directional firing. In addition to the laser, you can collect an apocalyptic array of weapons, including Light Rings, Morning Stars, and Homing Missiles.

Your gonna need weapons, power-ups, and skill to take on automized aardvarks, armored armadillos and even rabid robot rabbits! For maximum damage and an extra boost of jumping power, you can also destroy the enemies by hopping on their heads. You'll need to keep some enemies alive for just that purpose.

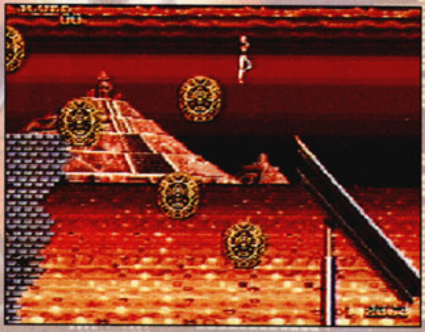
On the downside, with only one hit Max is hero history! Another sore spot is the nonstop screen scrolling. If a power-up or weapon falls far enough behind you, forget it. There's no way to go back to get it.

PROTIP: Jump backwards as soon as you see that you've missed a power-up or weapon. There's a slim chance that you can recover it.

Aztec Action

The seven levels of thumb-popping action go beyond intense! You travel through an Aztec temple on to the streets New York City. The stages contain the toughest, most heinous-looking, end-level bosses to ever grace a game. There's even some mid-level nasties thrown in to keep you busy.

As the levels increase, so do the skills and toughness of your opponents. There is a certain amount of planning and strategy involved in the later levels, and it will take more than a shoot-and-destroy plan to get you through. You'll need all the power-ups, continues, extra men, and luck available to end this alien scourge.



PROTIP: You'll need to use Hover Shields as springboards. DON'T SHOOT when they appear. Just boogie across the tops of them to safety.

The graphics are the real strength of this game. The scenes are some of the coolest and most imaginative to come along for the Genesis in a long time. Check out the mechanical body showing through the Sphinx in the pyramid level!

Even though Atomic Runner is graphically superior overall to other shoot-'em-ups, it has a few flaws. Your atom man is so small that he sometimes gets lost in the busy background. Since the background moves constantly, it sometimes serves as a camouflage for Atomic's enemies. It's a good idea to keep jumping and shooting at all times on the off chance that you may hit things you can't see.

PROTIP: Here's the trick to defeating the Terradactyl. Stand at the fifth ring on the floor. You should be out of range of his deadly barrage of rocks. When Terra appears, hit him in the chest twice, then run back to the left corner and avoid his plunge. Four or five assaults like this should baste this turkey!

Molecular Bliss...

Warm up your trigger fingers for this one! You'll burn more than a few molecules getting to and past the final battle. This cart is a cross between Strider and Sonic the Hedgehog. If that mutant pairing makes your Geigers count, you'll love Atomic Runner.

Atomic Runner by Data East

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.5	4.5	5.0	ADV. Advanced

$49.95	Shooter
8 megs	One-player
Available July '92	15 continues

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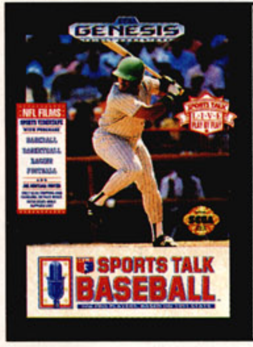
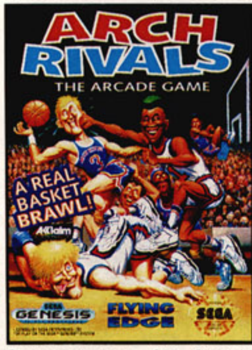


'MLBPA SPORTS TALK BASEBALL' puts you in the batters box with play-by-play announcing. Using 500 pro players & 1991 stats, you can play a full season that ranges up to 162 games including the pennant race. Features 1 or 2 players. **$52**



'ARCH RIVALS' is a two on two, no holds barred basketball game starring street players like Tyrone, Moose, Hammer, and Blade. Punching, tackling, and other types of mayhem are not only legal but necessary to win. 2 player action. **$48**

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SEGA GENESIS
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TEAM
PERIOD 1
SHOT 45
TIME
TEAM FOUL 1
4:21

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might & magic II
Gates to Another World

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CONTRA III
THE ALIEN WARS
Nintendo
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'CONTRA 3' is a fast paced arcade game. Scale walls, swing from girders & ropes, or climb on a missile to thwart the alien attack. Features simultaneous commando combat over 6 stages. **$54**

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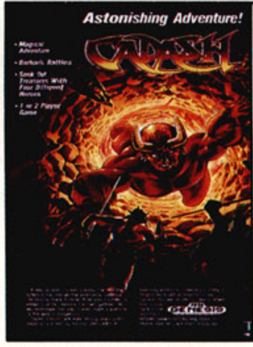

'CADASH' is a **2 player simultaneous** role playing game. You must battle hordes of crazed creatures while gathering treasure and collecting magical items. Choose between 4 unique fighters with different powers & fighting styles. **$43**

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NINTENDO PRO REVIEW

STEEL EMPIRE

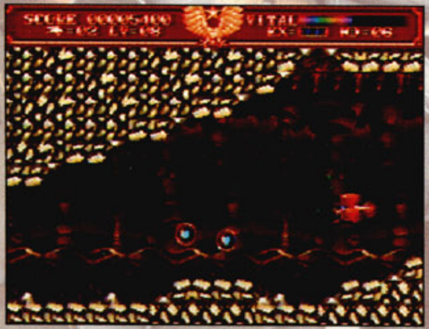
By Andromeda

Space jockeys, prepare to do battle in a strange wonderful world with mammoth mechanical battleships straight from the Steel Age. Flying fortresses, armored locomotives, steel-plated submarines, and other whimsical mechanical menaces overrun Steel Empire, the first game for the Genesis by Flying Edge (a.k.a. Acclaim). Your mission: Motorhead has taken charge of the world and only the Republic of Silverhead can vanquish this motorized monstrosity.

Pick A Plane, Any Plane

Climb aboard one of the two types of aircraft in this seven stage, one-player shooter. Choose between the Striker Airplane, which features speed and front/rear firing missiles, or the Z-01 Zeppelin Airship, which is slower, but has front/rear firing aerial mines and front/rear firing missiles. At the beginning of each stage, grab the flying craft that's got the weapon power you need to beat that stage.

PROTIP: The Missiles that Striker fires down and the Aerial Mines of the Zeppelin are more powerful than the regular Missiles.



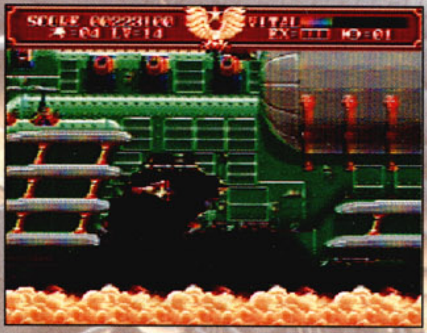
PROTIP: Use the Striker in Stage 2's cavern speed trap. It's easier to dodge through the Liendengel Caverns.

PROTIP: The Zeppelin works better in Stage 5. You're gonna need those Aerial Mines.

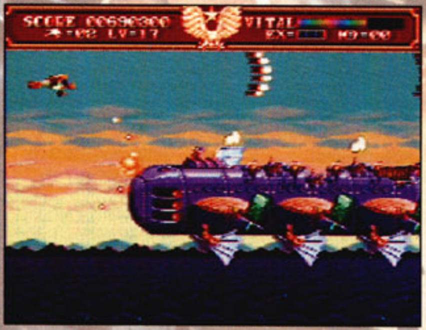
Crowded Skies

In each stage you soar across a strange and beautiful landscape, from the weird rooftops of Rahl's Mine City to Gardani Beach's sultry seascape and then on to the eerie underground madness of the Germburn Fortress. The graphics are spectacular, marred only by slight "slowdown" when too many sprites crowd on-screen. The mood is set for each stage by a strange flickering animated sequence.

Having been launched into a strange future, the graphically-gorgeous enemy crafts look like space crafts out of the old black and white Buck Roger's movies. In addition to many tanks, planes, parachutes, and yes, even flying windmills, each stage also has large middle and end bosses.



PROTIP: Blow a hole into the vulnerable belly area of Stage 3's Floating Fortress, hide inside, and fire away until the fortress blows. You can destroy the middle fortress boss of Stage 5 in the same way.

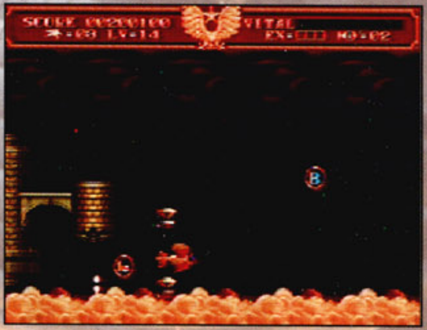


PROTIP: Beat the Stage 4 boss by first blasting its periscope, and then using your Missiles and Lightning Bombs to destroy all of the guns along the top of the sub.

PROTIP: Hide behind the asteroids in the final battle of Stage 7 to dodge the flame walls tossed by the Motorhead.

Are You My Motor?

The Motorhead's minions are tough, but fortunately the members of the Republic are constantly around to drop supplies your way via parachutes. Power-ups include extra Lightning Bombs, energy, speed, special outrigger planes, and 1-Ups. Grab Experience Power-ups to boost your Experience Counter. Every time your counter hits three, your Upgrade Level increases – which means your fire power, energy level, and speed increase. There are 20 different levels of fire power.



PROTIP: To snag a 1-up, shoot out this right-hand propeller in Stage 3's castle fortress.

PROTIP: There's a type of bonus round in Stage 5. Blast flying saucers and grab as many power-ups as you can.

PROTIP: There's a 1-up in Stage 6 just at the top of the second cliff.

First Flight

Flying Edge's first foray into the Genesis arena soars as a more than respectable shooter. The gorgeous graphics will enchant you, despite the slowdown problems. A decent range of challenge is available via adjustable difficulty settings, as is the ability to alter the number of continues and lives for each of the settings. This original shooter is just plain fun. We suggest you steel yourself for battle.

Steel Empire by Flying Edge

Graphics	Sound	Control	FunFactor	Challenge
5.0	3.5	4.0	4.5	ADJ. Adjustable

Price not Available
2 megs
Available now

Shooter
1 player
Continues

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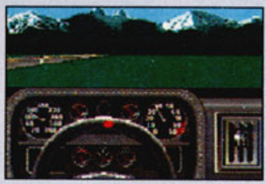
The Duel: Test Drive II

By Weekend Warrior

Your fantasy of a Porsche 959, a Ferrari F40, or a Lamborghini Diablo is now a reality with Accolade's PC mega-hit, The Duel: Test Drive II for the Genesis!

The Duel is a first-person perspective, one-person racing simulation that pits you against a hard drivin' computer racer. You begin by choosing a car. Then you pick one of three tracks.

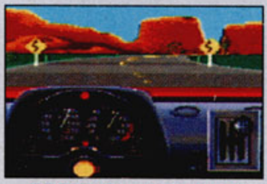


PROTIP: Here's a shortcut. Rev up to top speed on the road. Then run onto the side of the road in the flat stretches. You can still drive the course at 90% top speed without having to deal with sharp turns or oncoming traffic!

You get five lives to complete the selected track. Crash, run out of gas, or blow your engine, and you lose a life and receive a time penalty. The objective is to complete the track with the best overall time. Therefore, it's more important to drive safely.

PROTIP: Hit the brakes as soon as you see the gas station sign or you'll overshoot it.

These cars aren't sparse on features. Important elements nicely laid out on the dashboard are the speedometer, tachometer, radar detector, and the trip meter.



PROTIP: Save time in "S" curves by downshifting, and releasing the gas. Don't hit the brakes as you enter the turns. Let your car coast through. Then punch the gas still in top gear.

The Duel is extremely faithful to its PC origins. However, its graphics and sound are rather simplistic compared to some of the other racing titles available for the Genesis. The controls are easy to learn. But like real life, working the manual transmission requires a lot of practice. If you're looking for a well-rounded racing simulator, The Duel: Test Drive II won't steer you wrong.

The Duel: Test Drive II by Accolade

Graphics	Sound	Control	FunFactor	Challenge
3.0	2.5	2.5	3.5	INT. Intermediate

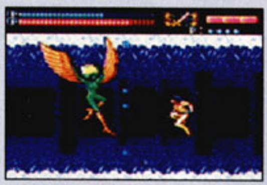
$59.99 | Driving Simulation
8 megs | One-Player
Available March'92 | Power-Ram

Valis

By Abby Normal

Renovation's Valis II and III arrived first, and now Valis I has arrived. After experiencing this gorgeous cart, complete with silky smooth game play, you'll agree that it was worth the wait.

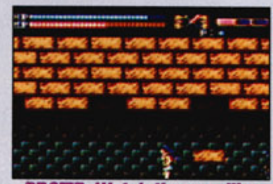
Yuko Ahso makes her debut as a pure-hearted school girl with a perfectly balanced Yin and Yang. She's been selected to save the universe from the clutches of Rogles, King of the Dark World. You hack 'n' slash through seven Stages of intense sword-swinging action, as Yuko is attacked relentlessly by a horrific zoo of Dark World creatures. Also out to dump on Yuko are six major forces of evil: Rogles, King of the Dark Lords; Voldes, Lord of Thunder; Izard, Lord of the Winds; Venon, Lord of Fire; Gyeda, Lord of the Earth; and Geeva, Lord of Water.



PROTIP: Use Earthquake magic against this bird-woman creature.

Risking her life in battle against these fierce beings does not come without its rewards. Each time Yuko destroys a wicked one, she gains possession of its special power. Used wisely, these magical powers come in very handy in moments of desperation. However, Yuko's amazing Valis sword, which via Power-ups can emit everything from bullets to lasers, is the heart and soul of the action.

Valis fanatics and newcomers alike will dig on this game. It presents a feast for the eyes and ears, and thumb-straining challenge you won't soon forget. You'll also be thankful for the unlimited continue feature! Good things really do come in threes...Valis I, II, and III!



PROTIP: Watch these ceiling stones carefully and proceed towards them with caution. If one begins to vibrate slightly, it is about to come crashing down.

Valis by Renovation

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	5.0	5.0	ADV. Advanced

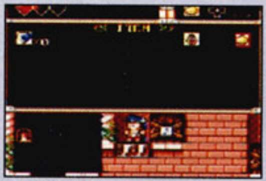
$69.99 | Action/Adventure
8 megs | One-Player
Available now | Unlimited continues

Wonder Boy in Monster World

By Kay Oss

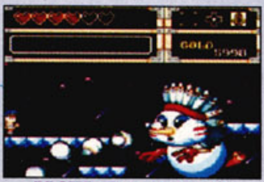
Courtesy of Sega, Shion (a.k.a. Wonder Boy) has journeyed into the Genesis from the Master System.

This time, Shion is the only one that can save the once peaceful Monster World from evil, lurking monsters. This massive side-view, horizontally scrolling creature feature is a fun epic-length, action/adventure game with a role-play twist.



PROTIP: Use the Ocarina to open the doors in the cave. Stand over the red notes and play BABABCB to open the first door, ABCBCAB to open the second door, and ACCABAB to open the third.

This game's a continuous trek that's long and adventure-filled (no levels). Starting out with only a Gradius sword and three lives, Shion braves other worldly dangers in castles, deserts, towns, and even underwater. Don't worry, he'll pick up other weapons, magic, lives and goods on the way. Save his journey by resting at the Inn. The Boss monsters are extremely tough to beat. But the bigger they are, the more gold, lives, and magic Wonder Boy collects when he beats them. He'll also find gold and extra lives in the most unusual places.



PROTIP: The only way to beat the Ice Bomber is to run along the top ledge and hit him in the head.

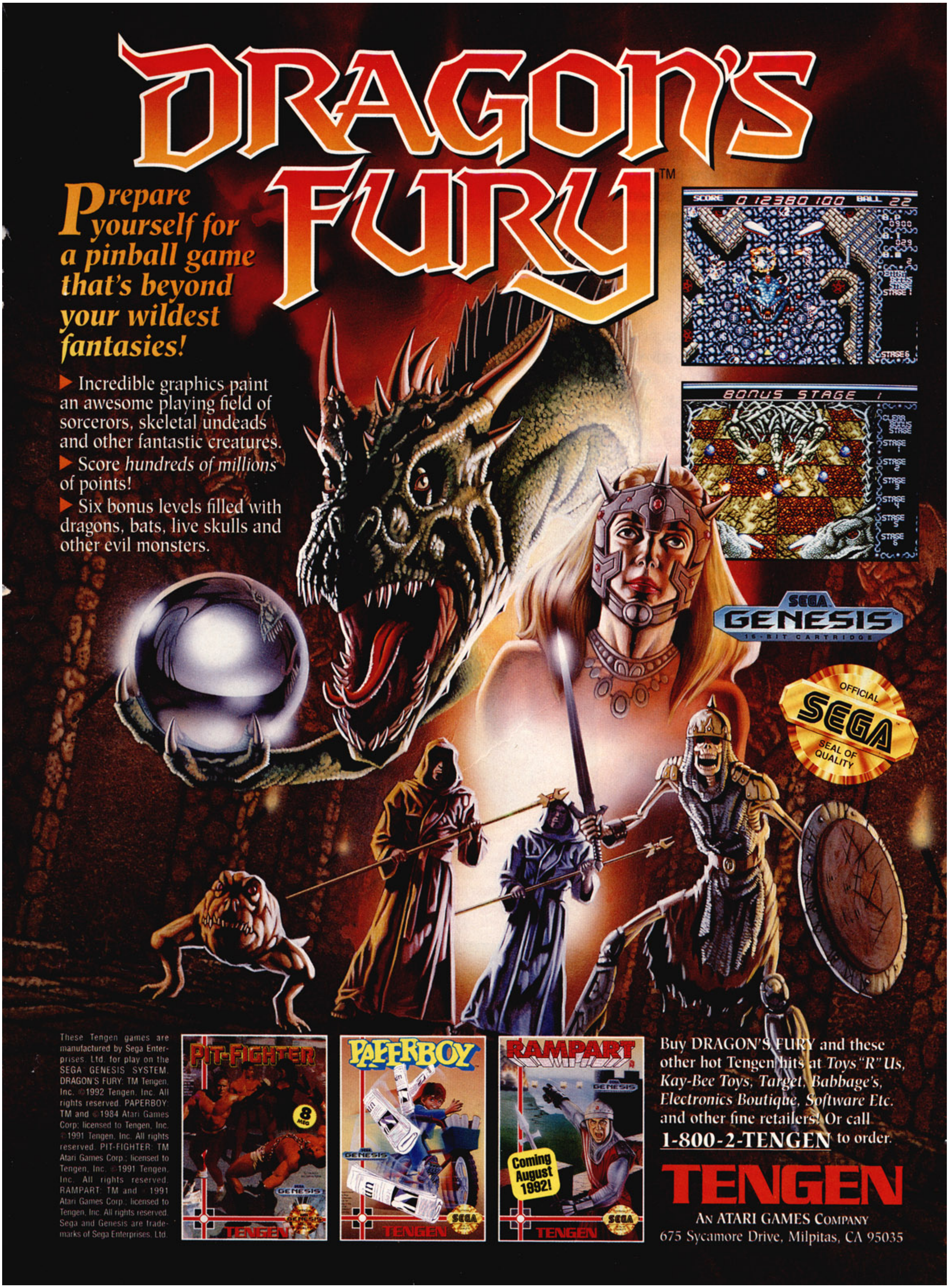
PROTIP: Be sure to buy EVERYTHING. Wonder Boy will need it later. If he doesn't have enough money, go kill a few monsters until he has the gold.

Wonder Boy in Monster World is a winner for any system. The graphics are colorful and cute. The music is pleasant and calming. Make sure you have a couple hours, if not days, to spend travelling with Wonder Boy in Monster World. You'll have a monsterously good time.

Wonder Boy in Monster World by Sega

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	4.0	4.5	ADV. Advanced

$54.95 | Role-play
4 megs | One-Player
Available now | Unlimited continues


DRAGON'S FURY™
SCORE 0 12380 100 BALL 22
BONUS STAGE 1
STAGE 6
SEGA GENESIS 16-BIT CARTRIDGE
OFFICIAL SEGA SEAL OF QUALITY
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8 MEG
PAPERBOY
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TENGEN

AN ATARI GAMES COMPANY
675 Sycamore Drive, Milpitas, CA 95035

By Earth Angel

You heard right! Taz, Warner Brothers' cantankerous star of stage, screen, and Saturday morning cartoon shows, is now starring in a unique video adventure all his own.

Devilish Fun

The folks at Sega have taken this whirling dervish and spun him straight into a one-player, 17 level, action/adventure game. You play Taz, who's searching for a giant, prehistoric, sea bird egg – a prime delicacy to Tasmanian Devils.

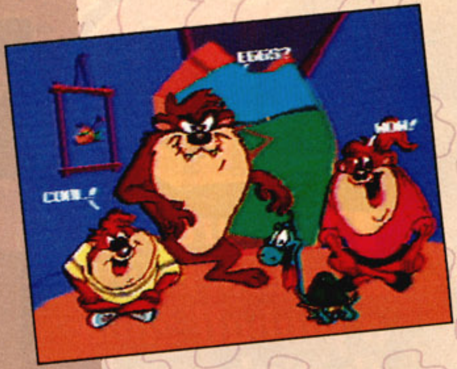
As Taz searches for the prehistoric egg, he journeys through the badlands, an iceworld, a jungle, a mine, and even an Acme Factory. His protagonists include three villains from his Saturday morning cartoon show (Francis X. Bushland, Bull Gator, and Axl) plus a slew of new baddies – from crabs to mice armed with bow and arrows.

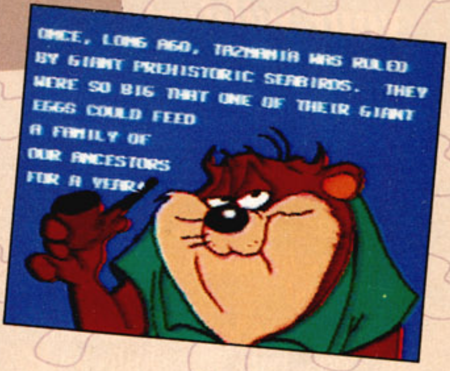
The graphics in this adventure have been carefully crafted in order to give the game an animated look and feel that's straight out of a Warner Brother's cartoon. Taz spins, eats everything in sight, and even growls and snarls in annoyance if you keep him waiting. All of this is accompanied by cool sounds, as our devilish friend whirls to the beat of jungle drums and the trill of a flute.

More Taz to Come

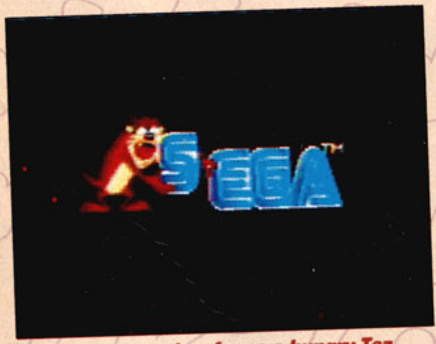
Sega's showing its stuff one more time as it takes yet another cartoon classic and turns it into a video game classic. We'll have more on this one in upcoming issues.

Tazmania by Sega, Available July
Action/Adventure, One-player

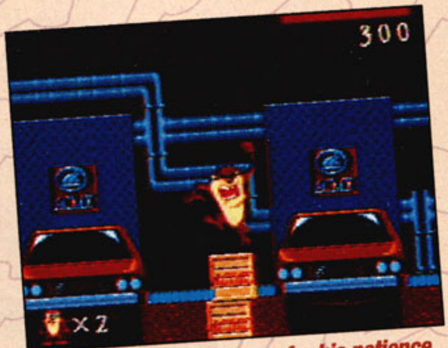




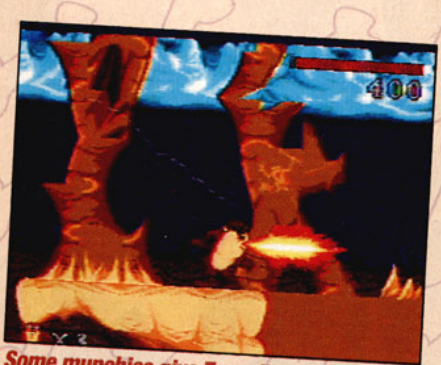
ONCE, LONG AGO, TAZMANIA WAS RULED
BY GIANT PREHISTORIC SEABIRDS. THEY
WERE SO BIG THAT ONE OF THEIR GIANT
EGGS COULD FEED
A FAMILY OF
OUR ANCESTORS
FOR A YEAR!



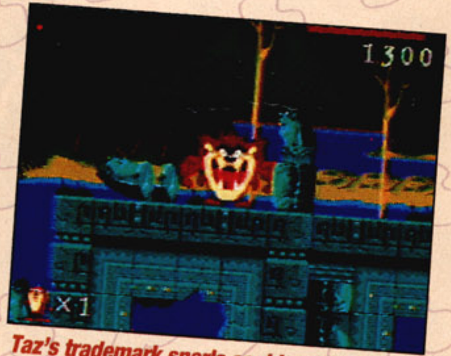
Nothing is sacred as far as a hungry Tazmanian Devil is concerned. Taz makes short work of the Sega logo.



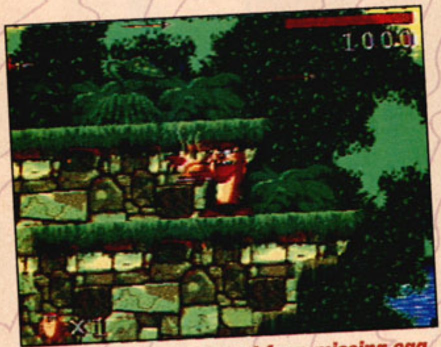
Taz has never been known for his patience. Here he's having one of his trademark fits (complete with growls and snarls), 'cause we kept him waiting too long in the Acme Factory.



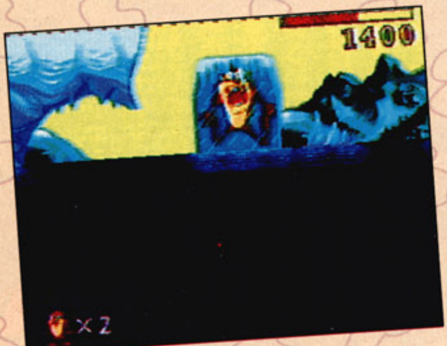
Some munchies give Taz a little indigestion, but he makes the most of it by using his fire breath as a devilish weapon.



Taz's trademark snarls could cause anyone to freeze in fear, but these statuesque Tazmanian Devils are just part of an ancient pile of ruins.



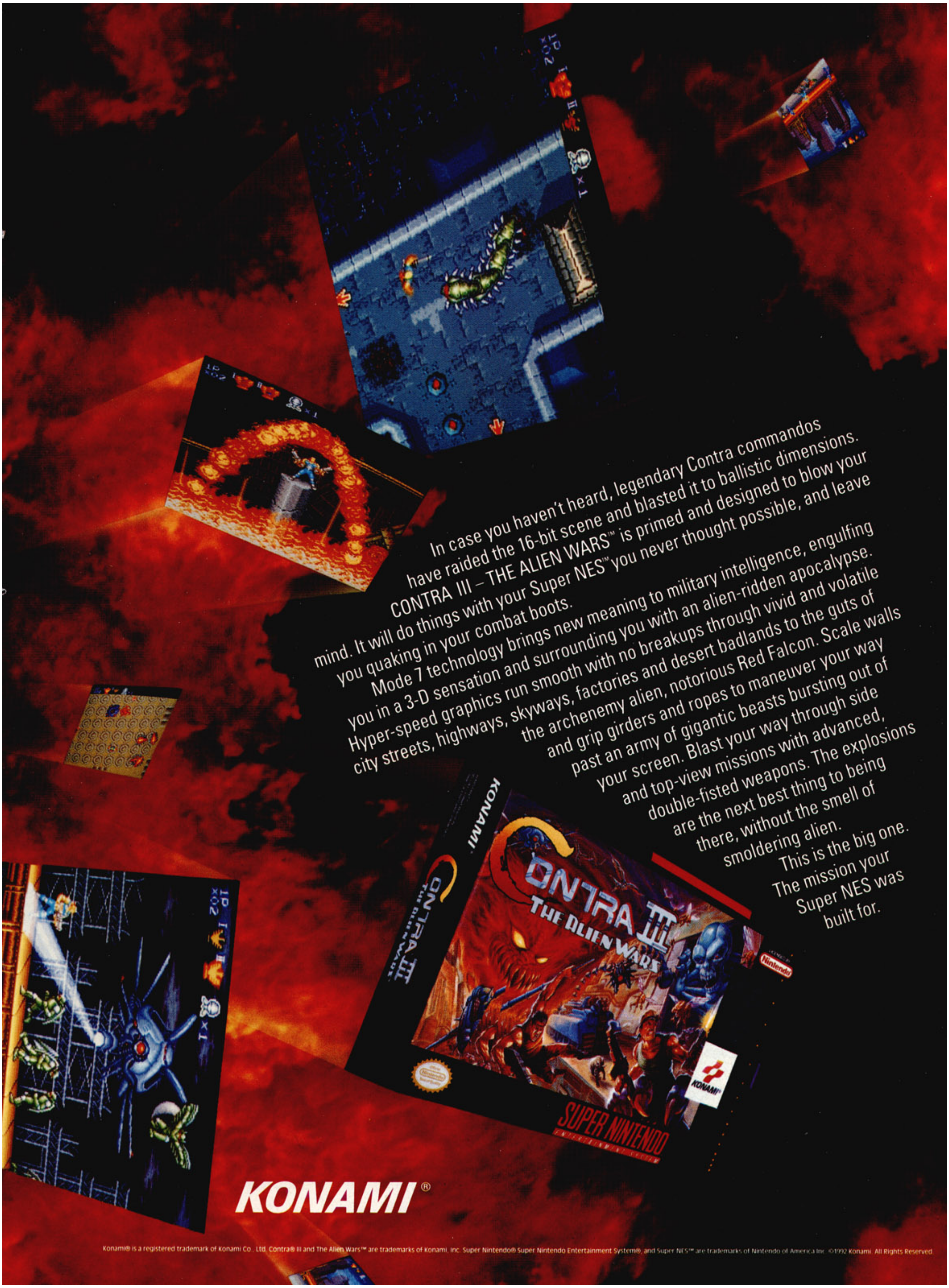
Although he's on a quest for a missing egg, Taz is always ready to scarf down any food in sight. Here he's munching on a roast chicken in the middle of the jungle.



Taz chills out!

WE HAVE
ONE THING
TO SAY
ABOUT
CONTRA® III
FOR THE
SUPER NES.™

BOOM.



In case you haven't heard, legendary Contra commandos have raided the 16-bit scene and blasted it to ballistic dimensions. CONTRA III – THE ALIEN WARS™ is primed and designed to blow your mind. It will do things with your Super NES™ you never thought possible, and leave you quaking in your combat boots.

Mode 7 technology brings new meaning to military intelligence, engulfing you in a 3-D sensation and surrounding you with an alien-ridden apocalypse. Hyper-speed graphics run smooth with no breakups through vivid and volatile city streets, highways, skyways, factories and desert badlands to the guts of the archenemy alien, notorious Red Falcon. Scale walls and grip girders and ropes to maneuver your way past an army of gigantic beasts bursting out of your screen. Blast your way through side and top-view missions with advanced, double-fisted weapons. The explosions are the next best thing to being there, without the smell of smoldering alien.

This is the big one.
The mission your
Super NES was
built for.

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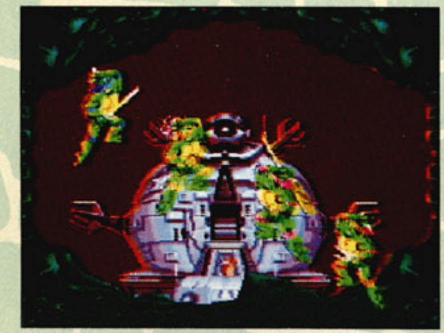
SUPER NES PRO REVIEW

By Boogie Man

It's Turtle time—again! Those green-spirited Heroes in a Half Shell are back to kick some tail on the SNES in Konami's Teenage Mutant Ninja Turtles IV: Turtles in Time.

In this installment, that disembodied alien brain, Krang, swipes the Statue of Liberty. Everyone knows the Big Apple is Turtles' Turf. So, the guys take off to recover the lost Lady Liberty, only to run smack into the sinister Saki, better known as Shredder! Shred Head zaps the anxious amphibians across several thousand years of history in thumb-burning, side-view, multi-scrolling, hack-'n'-slash action.

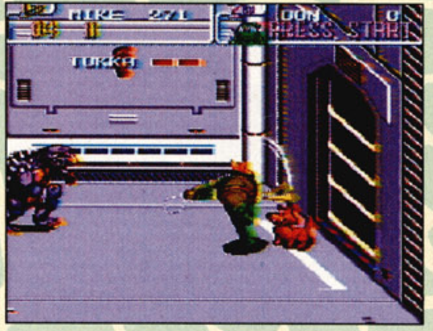


The Turtles take on the Technodrome.

Hot from the Arcades

This game is based on the coin-op hit, Teenage Mutant Ninja Turtles II: Turtles in Time. If you've pounded on that quarter-cruncher, you'll be fighting across familiar terrain. The graphics are Turtle-rrific, virtually identical to the arcade version. You can literally throw Foot Clan soldiers right out of the screen. You get some nice Mode 7 effects, especially when the Turtles warp through time. Even when a Turtle's not fighting, he'll twirl his weapon and make a menacing grimace while waiting for his next encounter. The animation scrolls smoothly, and the game's lighting quick. Once again, Konami asks, "What's SNES slowdown?"

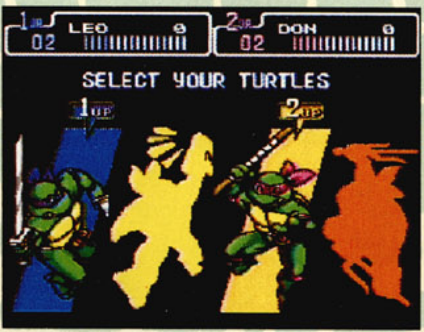
The sounds don't embarrass the cart. They feature some nice effects, agonzing grunts and groans, Shredder's sinister laugh, and a catchy rendition of the Turtles cartoon's theme song.



PROTIP: After you beat Rahzar in Level One, Scene Four he turns into a wimpy dog. If you're feeling sadistic, beat the dog to hear pathetic whimpers.

Does Anybody Really Know What Time It Is?

TMNT IV takes you on an awesome adventure. Michaelangelo, Donatello, Leonardo, and Raphael fight through seven murderous historical levels.



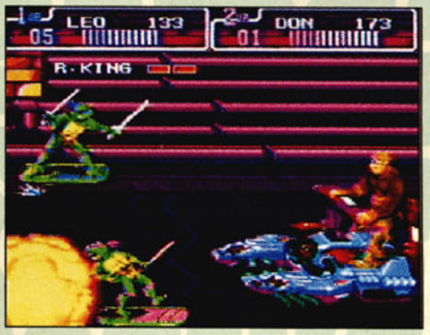
You pick your favorite Turtle.

No time for a pizza break here. Each level is swarming with Shredder's Foot Clan slimeballs and mutant misfits who are led by some of your favorite Turtle villains: including Rahzar, Tokka, Metal Head, and buggy Baxter. That's just the first level!

PROTIP: In Level One, Scene Three's sewer section, you can nail the aquatic "Aliens" fugitives by following them as they swim underwater and then positioning yourself at the place where they surface.

In fact, Level One features four fighting scenes through New York City. You try to beat the streets and surf the sewers. You end up at the Technodrome in a great boss battle that isn't in the coin-op. Here you fight Clanners by looking over Shredder's shoulder as he tries to sight in on you with blasters and pinchers.

Teenage
Ninja Tu
Turtles

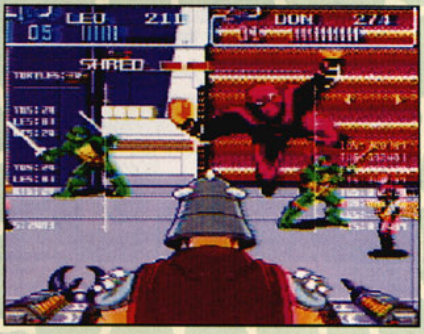


Hit the nose of R. King's sewer ship to sink him.

Beat the Dread Shred and he still gets the last laugh as he transports you backwards and forwards in time. Your fist stop is a rowdy prehistoric romp through Level Two's dinosaur land. Beat up on Shredder's minions and you get to take on the same gang again in an old, double-mast galleon in Level Three. Sink Rocksteady and Bebop at the ship's aft, and you warp to an Old West train. All aboard are after your tail, so step lively to

e Mutant
rtles IV
in Time

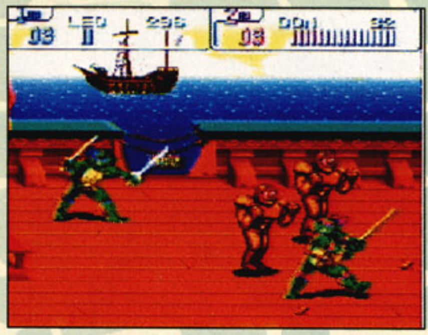
face Leather Head in the caboose. Next, it's fast forward to Level Five and 2020 A.D. for some anit-gravity disc surfin' a' la F-Zero. Krang's here in his massive cyborg body, but you'll have to chase him to the Level Six Star Base and beat him in his saucer to find Lady Liberty's prison. The final shell-shock occurs back at the Technodrome, where Shredder's ready to cook up some Turtle soup



PROTIP: To beat Shredder at the end of Level One, you have to toss bad guys into the screen.

PROTIP: Keep an eye out for shadows on the ground. If they aren't yours, they're trouble.

PROTIP: Escape damage from explosions in Level Two by jumping into the air as the bombs explode.



PROTIP: If you're playing Normal or Hard mode on the pirate ship, watch out for the ship passing through the background. It fires cannonballs that squash you flat!

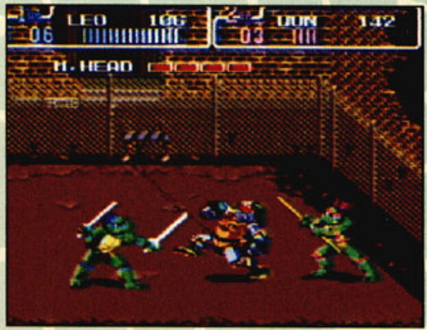
PROTIP: In Bury My Shell in Wounded Knee, you can roll some barrels into the bad guys.

Mutant Moves

The Turtles are decked out for action with their classic weapons and new special attacks. You also get the flying side kick and special super moves from the NES games. As in the 8-bit games, the standard single-button press move is tough stuff. With this move, each turtle can fire off the appropriate move for each situation. For example, one button press might make Donatello spin his Bo staff like a propellar, swing it one-handed, or make a devastating overhead chop.

Something for Everyone

A great feature about this cart is that it dishes out plenty of top-notch action for players of any skill level and age. One or

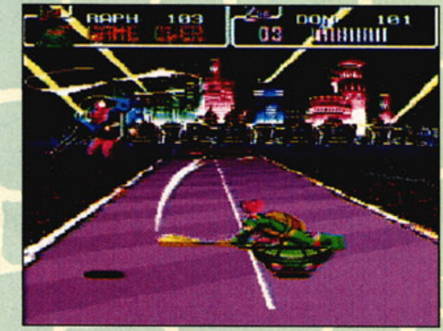


PROTIP: In a two-player game, try to trap bosses between both Turtles and then wail away.

PROTIP: You score a new life for every 200 bad guys you beat.

two-players can play as any Turtle. Player Two can join in at anytime. You get five continues and you can set the game for 3-, 5-, or 7-lives per continue per Turtle at skill levels of Easy, Normal, or Hard. At each continue you have the option of switching to another Turtle.

This cart isn't an overwhelming challenge, but it's a shell-full of fun. Easy mode is perfect fun for little kids, novices, and players who don't want to work to see the end of the game. At Normal and Hard skill levels, the thumb-burning action may temporarily turn solo players green, but even intermediate video martial artists can conquer the cart eventually. Two Turtle maniacs can really kick shell even in the Hard level. When you and your bud beat the cart, you can try Versus mode to see who's the baddest dude in the cart.



You won't find this level in the coin-op!

Score IV

If nonstop hack and slashin' is your thing and you love the Teenage Mutant Ninja Turtles, get this cart! This SNES game is better than its arcade counterpart overall, despite the coin-op's great four-player buy-in. All the bosses are straight out of the comics. Plus, you get two additional fighting scenes, and you don't need to feed it tokens. If you're still pondering a 16-bit commitment to Nintendo, this cart might make up your mind. Is this game great? Do Turtles have lips?

TMNT IV: Turtles in Time by Konami

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	5.0	5.0	ADJ. Adjustable

$59.95	Action/Adventure
4 megs	2 player
Available Now	5 Continues

Super Battletank: War in the Gulf

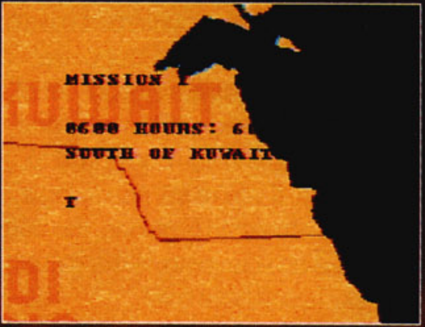
By Gideon

You sit inside an M1A1 Abrams Battletank, a 63-ton metal warhorse packed with state of the art weaponry and a 1,500 horsepower gas turbine engine. Your only links to the outside world are three small windows, which offer a bleak view of a vast, desert landscape that stretches endlessly into the horizon. Sweat trickles down the sides of your face and your throat begins to tighten. Out in the emptiness, you know a massive military force waits. Its one goal: to blow you out of existence!

Desert Stormin'

Super Battletank: War in the Gulf by Absolute is a well-crafted, one-player tank cart. Since it's meant to be a realistic simulation of desert warfare, there are no catchy soundtracks, Stage Bosses, or power-ups. Instead you get true-to-life graphics and authentic game play.

Based on actual military operations from Desert Storm, Super Battletank features 10 missions. Your mission objectives are scattered throughout the Middle East, and you're pitted against an army of enemies and obstacles, which include Soviet-made T-62 tanks and MI-24 HIND helicopters, mine fields, SCUD launchers, and heavily fortified enemy strongholds.



PROTIP: Memorize the distance required for each mission. The M1A1 has a limited range of about 300 miles per fuel tank.

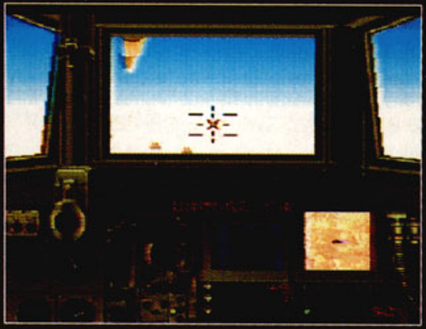
Heavy Metal

If this isn't what it's like at the controls of a real tank, it seems pretty darn close. The first-person view from inside the battletank's cockpit effectively conveys a sense of claustrophobia and limited mobility. A sophisticated control panel lies in front of you, providing pertinent information about gun angle, range to a sighted enemy, number of targets, speed, fuel, weapons status, and ammunition.

Your panel even records damage like the real thing, too. Five hits and you're scrap metal! Fortunately, your commanding officer permits you 3 continues at your last level.

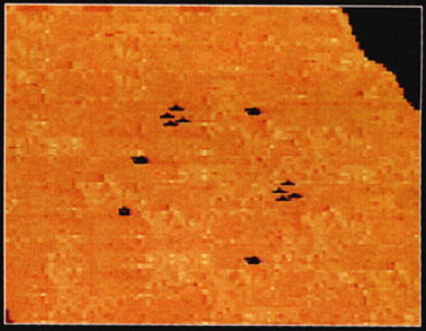
PROTIP: Pay extra attention to the fuel gauge, ammunition gauge, and short-range radar map.

The tank's main weapon is a 120mm cannon, which fires standard and laser-guided shells. The cannon turret (and your view) moves independently of the direction that your battletank's traveling. Twin 62 mm machine guns flank either side of the cannon, and they're extremely effective at close range. Finally, you may release a sudden smoke screen to confuse your enemy.



PROTIP: Machine gun fire destroys mines and oncoming enemy cannon shells.

A Long-Range Radar ties all this awesome firepower together with an overhead-view map of the entire field's operation. The map identifies you, the enemy, and the all-important allied bases where you may refuel, rearm, and repair damage. This map is invaluable for finding the enemy and planning your war-wining strategy.



PROTIP: You can still be attacked when you're in Long-Range Radar mode.

PROTIP: Take out mobile tanks first. Then attack the stationery enemies in hit-and-run strikes.

PROTIP: Just before you take on an enemy stronghold, Rearm and Repair at an allied base.

A Direct Hit!

Super Battletank has plenty to offer military strategists and action gamers alike. Don't worry if the digitized sound effects and graphics appear limited compared to other SNES action games. Instead, note the smooth scrolling animation and excellent responsiveness of the controls.

Tank battles require serious planning. Tank control and actual combat require quick thumbs and a keen shooting eye, like any good video shooter. The higher levels of this game are extremely challenging. With Super Battletank, like in real warfare, victory requires luck as much as strategy. Fortunately, unlike the real thing, this cart offers plenty of second chances.

Super Battletank: War in the Gulf
by Absolute Software

Graphics	Sound	Control	FunFactor	Challenge
3.5	2.5	4.0	4.0	ADV. Advanced

$60
4 megs
Available now

Tank Simulation
One-player

Our Critics Talked About Us So Much We Started Rippin' Them.

Castlevania IV. The year's best action adventure game for any system has arrived.

Game Pro

Castlevania IV is the first REAL reason to purchase a Super Nintendo. Konami took the time to take full advantage of the SNES 's 16-bit technology.

Game Pro

ACTION/ADVENTURE GAME OF THE YEAR AWARD & SOUND ACHIEVEMENT AWARD

Game Pro Reader's Choice Awards

The mode 7 effects are incredible. Castlevania IV takes video gaming to new heights.

Electronic Gaming Monthly

Great sound effects like the whip and howling of wolves will send chills up your spine.

Super NES Nintendo Player's Guide

It's Konami's feast of graphics and gameplay that will haunt you until the moment of victory.

Super NES Nintendo Player's Guide

Challenging and interesting game play make Castlevania IV live up to its heritage.

Video Games & Computer Entertainment

Super Castlevania IV
LICENSED BY Nintendo
Assemble your weaponry and then launch headlong into enemy infested darkness for a challenge like you've never experienced!
KONAMI
SUPER NINTENDO ENTERTAINMENT SYSTEM

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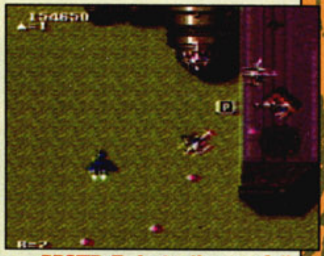
Raiden Trad

By Speedy Buns

Chill, space jockeys! If you're craving a nerve wracking, thumb-numbing dose of good old-fashioned, arcade-style shoot-or-be-shot action, Raiden Trad, of arcade fame, may be just what you're looking for.

"Trad"-itional Thrills

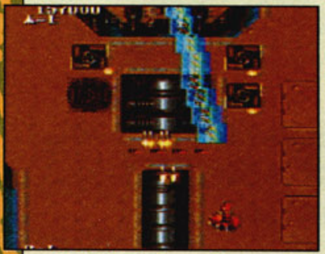
Raiden Trad for the SNES is a one or simultaneous two-player shooter that uses an overhead vertical scrolling perspective. Your mission is a familiar one: save the Earth from yet another horde of alien invaders, wave after wave of them in each of the game's eight stages.



PROTIP: To instantly snag full power weapon-wise, grab the "P" power-up when it appears.

The fighting begins over a country pasture, continues high above a ruined metropolis, and eventually takes you into outer space for a climactic battle with a giant alien boss. In fact, alien bosses abound and you'll have to contend with an oversized nasty at the end of each stage.

The Raiden itself may look small, but it packs some firepower. Blasted enemies turn into power-ups: blue for the Laser Cannon and red for the Machine Gun. Exploded supply crates yield Nuclear Missiles, Homing Missiles, or Medals.

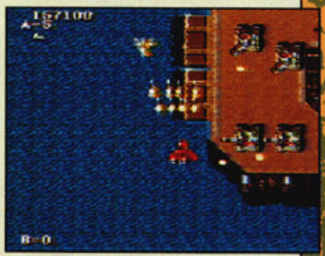


PROTIP: The Laser Cannon and the Nuclear Missiles pack more firepower than the Machine Gun and the Homing Missiles.

PROTIP: Collect mucho Medals for end-of-stage bonus points.

Deja Vu

A Configuration Option enables you to alter the difficulty of the game. Easy is...well...easy for all but novice gamers. But Pro should challenge even the most die-hard shooter veterans. Simultaneous two-player play is a nice change of pace, but super slowdown mars the fun. Raiden Trad is well-done, standard shoot-em-up fare, and a nice version of the arcade title. Although there's nothing new or different here, the game packs more than a few hours of good shooter action. P.S: If you're experiencing deja vu, not to worry. This game has been previously released for the Genesis and the TG-16!



PROTIP: Grab the Fairy when you see her. The next time you die, she'll reappear and give you power-ups.

Raiden Trad by Electro Brain

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.0	3.5	3.5	4.0	Adjustable

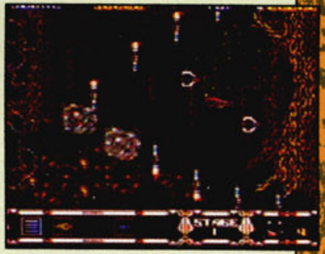
$39.95
8 megs
Available June '92

Shooter
2 player

Thunder Spirits

By Boss Music

Genesis-less players who crave Thunder Force III for Sega's machine need crave no longer. Correctamundo, Thunder Spirits is the Super NES translation by Seika.

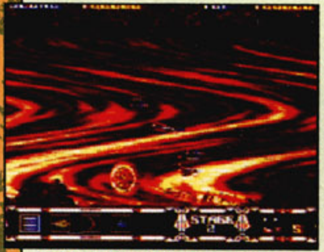


PROTIP: Hang out at the back of the screen, then at the last moment accelerate through this Hydra missile barrier.

A New Spirit

Thunder Spirits is an excellent side view shoot-em-up with Gradius-style action, only better. You fly the Vrax combat ship into eight lethal areas. The backgrounds are beautiful by any standard. A few Genesis stages were lost in the translation, but a few new ones have appeared. Unfortunately, the new levels aren't as frantic and sharp-looking as the old ones.

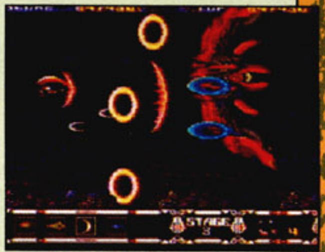
Thunder Spirits definitely fits the bill if you're looking for supercharged bosses and explosive screen effects. Each level throws out some wild-looking creatures and creations to breathe down your neck. Mortals can pump down the difficulty at the options menu, but you can't change your continues - three and that's it!



PROTIP: Sneak in-between the lava boulders and grab this 1-up in the Gorgon level.

No shoot out is complete without an assortment of space-rending weapons, and Spirits contains a truckload. From power-up pods, you win master blasters such as the Lancer, Sever, and Wave guns. You can also add-on a Claw, which revolves around the Vrax and boosts your cannons' firepower, and the Shield, which absorbs several shots.

PROTIP: From a safe distance, use your Sever to sink the Kingfish in the Saline stage.



PROTIP: To destroy both Gorgon bosses simultaneously, circle the twin Balcams as they move and pummel them with Hunters.

May Thunder Force Be With You

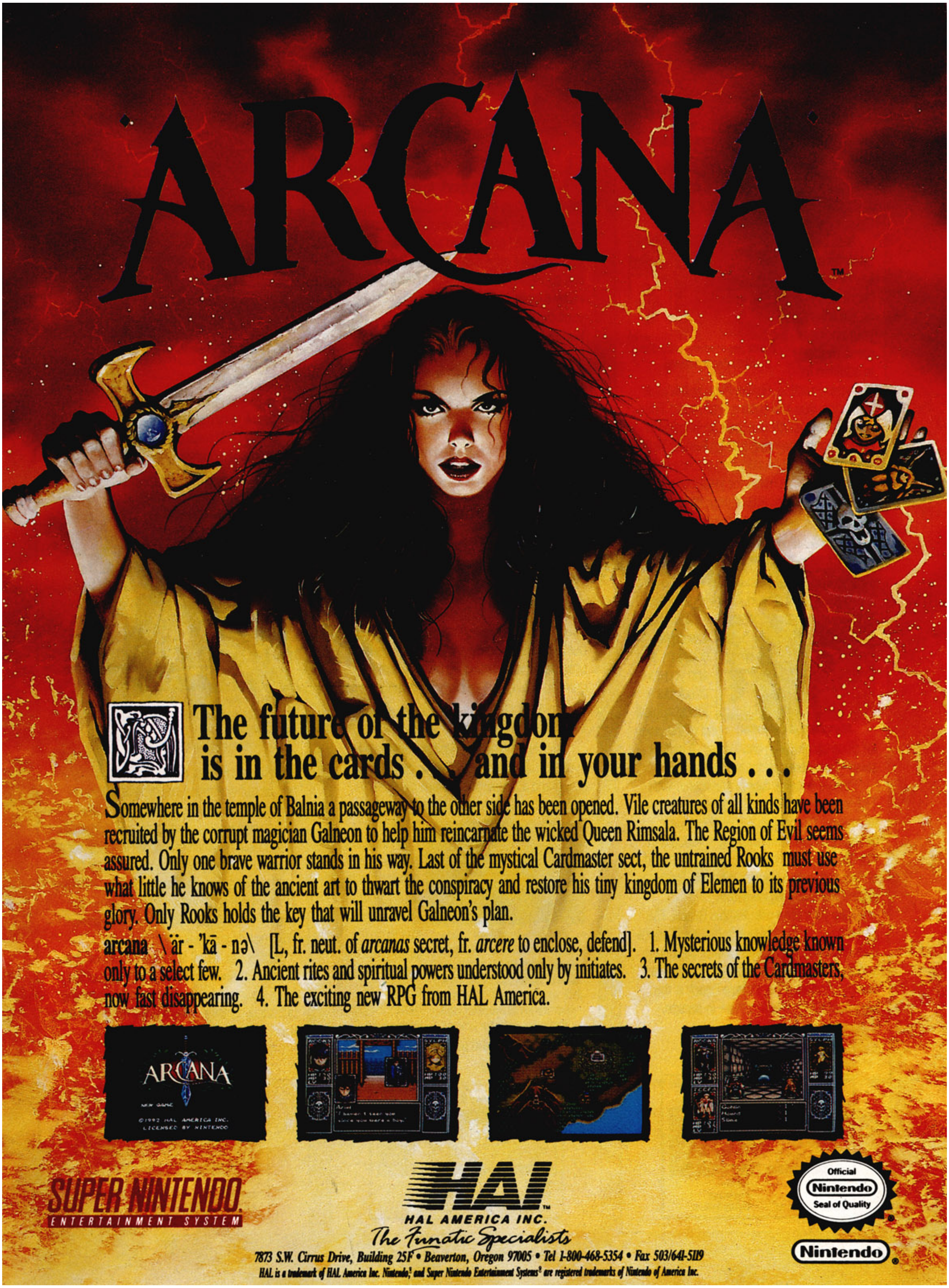
Similar to other Super NES shooters, Spirits is riddled with flicker and slowdown problems. Overall, this Force incarnation is not up to its Genesis cousin's high standards, but the cart's still first-rate. Well-animated, beastly-looking enemies, fine music, and mindless, entertaining action are all here. If you're dying for a round of SNES shooting, Thunder Spirits will stir up a video storm.

Thunder Spirits by Seika

Graphics	Sound	Control	FunFactor	Challenge
				EXP.
4.5	4.0	5.0	4.0	Expert

$59.95
8 megs
Available May '92

Shooter
1 player
3 Continues



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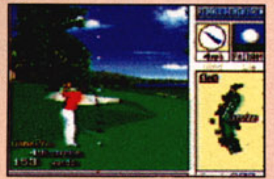
True Golf Classics: Pebble Beach Links

By Colorful Commentator

T&E Soft's True Golf Classics: Pebble Beach Links sports 18 authentic holes based on one of the U.S. Open's host sites.

You and up to three fellow duffers set handicaps and hit the links in your choice of game modes. In addition to the basic Practice, Stroke Play, and Match scenarios, you can enter a one-round Tournament against 48 real pros, or engage in hole-by-hole gambling golf known as Skins.

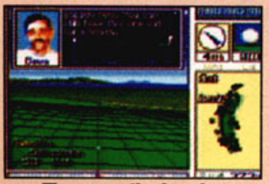


Track your drives with the Shot Path feature.

In T&E's golf classic, you choose a club; check and compensate for your ball's lie, hazards, and wind; adjust your stance to add draw or fade; and swing on a power meter.

PROTIP: Cheaters can use their controllers to interfere with their buddy's swing!

The TGC system displays all vital info on a first-person-view screen. Caddies give you advice. You can replay your last shot, and you can check out a topographical grid of the green for close-up chipping and putting. A battery saves your scores, records, and position.



Those are the breaks.

Pebble Beach's sights are scenic with T&E's custom "Polysys" polygon graphic technique. Unfortunately, Pebble Beach's landscapes are slow-moving and scroll in fits. The music's laid-back, along with bird chirps and ocean sounds. Overall, Pebble's atmosphere is fairly pleasant.

Take your time with Pebble Beach. The game may not be in a hurry, but you'll appreciate the full complement of shot selections and the true-to-life course. For PGA players and bystanders alike, Pebble Beach is the next-best thing to being there in person.

True Golf Classics: Pebble Beach Links
by T& E Soft

Graphics	Sound	Control	FunFactor	Challenge
4.5	3.0	4.5	4.5	ADV. Advanced

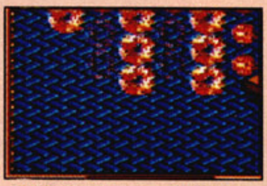
$59.95 | **Sports**
2 megs | **Four-player**
Available June '92 | **Battery Back up**

Kablooey

By the Unknown Gamer

Super Nintendo gamers, rejoice! Kemco is ready to roll with one of the first puzzler titles for the SNES.

Kablooey (originally known as Bombuzal in Japan) pits one or two players against 130 different explosive puzzles. Each puzzle is a strange maze of different tiles surrounded by a chilly blue sea. Your task is to explode all the bombs resting on the tiles before time runs out. The trick is to explode the tiles instead of exploding yourself. Each puzzle also has up to five different kinds of tiles, including slippery Ice Tiles, indestructable Riveted Tiles, Spinners, Teleports.and Slot Tiles that enable you to move bombs.



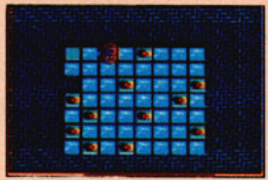
PROTIP: Plan carefully when large Bombs abound. They'll set off chain reactions that leave you without a leg (or Tile) to stand on.

The explosives on the tiles vary from Small to Large Aerial Bombs – each with different explosive capabilities. You must figure out which order to detonate the bombs in order to wind up standing on a tile that isn't going to blow itself (and you) to smithereens.

PROTIP: It's OK to end up standing on a Dissolving Tile.

Luckily, Kablooey's options include an overhead view of the puzzle for quick strategizing and a password system to return to whichever puzzle you're stuck on until you get it right.

In Kablooey, nice graphics combine with an engaging series of puzzles to challenge even the most spacially oriented of gamers. Apply some brain cells to this game and prove you're the kingpin of krafty gaming.



PROTIP: Go slippin' and a slidin' in Level 9 in this pattern: right, right, down, left, down, right, up, right, down, left, up, and right. Now repeat your steps in reverse, detonating bombs as you go.

Kablooey By Kemco

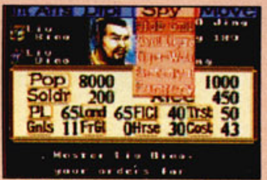
Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	3.0	4.0	ADV. Advanced

$39.95 | **Puzzle**
2 megs | **Two-player**
Available June '92 | **Passwords**

Romance of the Three Kingdoms II

By Boogie Man

Romance of the Three Kingdoms II by Koei is a historical role-playing/strategy game based on a real-life slice of ancient Chinese history. Your task is to unite 41 warring provinces into one empire.

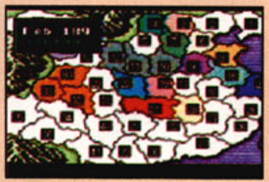


PROTIP: Groom two of your most charming generals as Messengers.

Supporting up to six players, these six epic-length scenarios require a major time commitment. At least, the CPU makes lightning fast calculations, and you can save two games.

PROTIP: Save your game periodically, especially before you go to war.

Eight major commands – View, Army, Personnel, Trade, Internal Affairs, Diplomacy, Spy, and Move – open up a hefty, simple-to-use menu of subcommands. You must build up your province's resources, conduct wars, and master the art of diplomacy to unite your country.



PROTIP: Use Hide Generals to send generals with 100% Loyalty into a rival province. They'll subvert enemy generals.

In Romance II, cloak and dagger politics are just as important as upfront nation-building or war-mongering. In fact, the key to the game is being able to plot revolts, incite betrayals, forge slanderous letters, create turncoats through secret pacts, and hide spies in enemy territory.

The graphics are simple. You spend most of your time studying a static 41-province map or looking at a slick command screen. The sounds are similarly spartan.

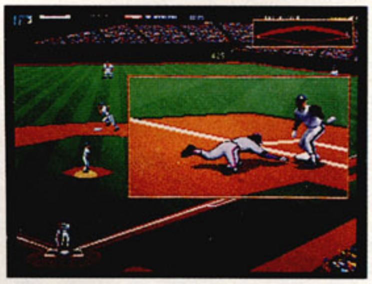
Either you really like Koei games or you don't. Romance isn't everyone's cup of tea. But if your tastes tend towards far-reaching historical strategy, you'll drink long and deep from this cart.

Romance of the Three Kingdoms
by Koei

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.0	4.5	5.0	ADV. Advanced

$69.95 | **Role Playing**
4 megs | **Up to 12 players**
Available June '92 | **Continues**

▲ ***HardBall III* takes a full cut at major league realism.** A power line-up that includes printable stats, standings and box scores; the ability to import data from *HardBall II*,™ *Earl Weaver II*™ and *Tony LaRussa*™; plus a Team & Player Editor that allows you to alter everything from team logos to a player's ability.



▲ ***HardBall III* zooms in on the bang-bang plays.** Five camera angles cover the entire ballpark. Watch instant replays and save the best for your own personal Highlight Reel.

LET 'EM PLAY BASEBALL. WE PLAY HARDBALL.™

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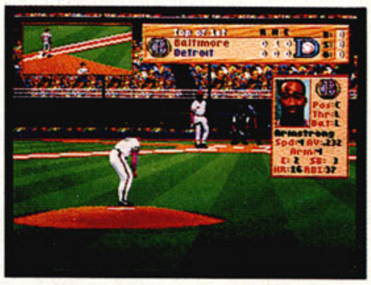
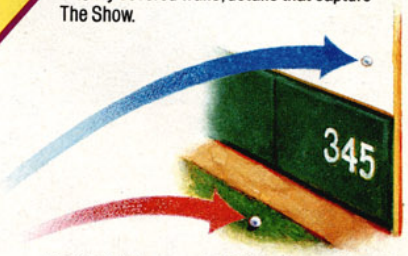
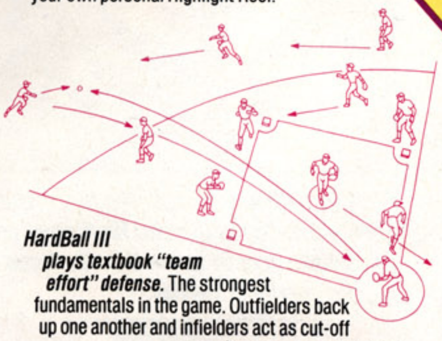
FOR THE IBM PC



▲ ***HardBall III* leads off with digitized players and 256 color VGA graphics.** Nobody beats this double play combo. Visuals as eye opening as a line drive up the middle. Animation as smooth as a Gold Glove shortstop. From fresh mowed grass to ivy covered walls, details that capture The Show.

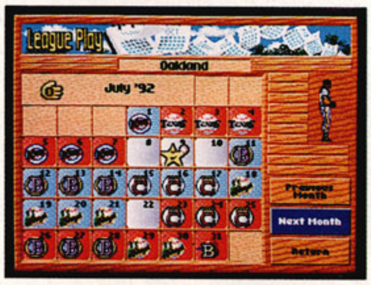


***HardBall III* tests each hitter's power with eight real ballparks.** Famous fields from both major leagues. Your catcher may have just enough pop to put it out of Chicago's "friendly confines," but can he go deep in Toronto?



***HardBall III* plays textbook "team effort" defense.** The strongest fundamentals in the game. Outfielders back up one another and infielders act as cut-off men, coming out to take the throw.

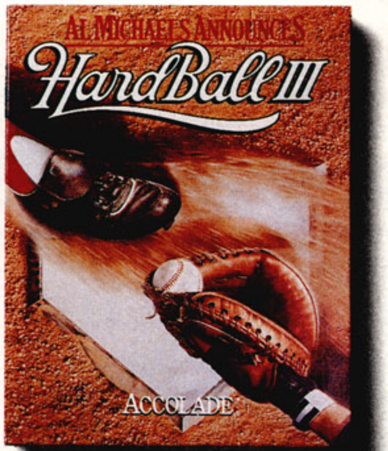
▲ ***HardBall III* has the best play-by-play man in the business.** Network broadcast great Al Michaels joins the *HardBall III* Team up in the booth, with a digitized description of all the action.



▲ ***HardBall III* thrusts you into the heat of a pennant race.** It's a 162 game, major league season — complete with road trips and an all-star game. Compile good numbers along the way and maybe you'll make the roster.

The only computer game with Hall of Fame credentials. You don't outsell every baseball title in history by standing pat in the off-season. New *HardBall III* redefines computer baseball once more with real play-by-play announcing; unprecedented graphics, realism and playability; plus more of the authentic baseball nuances that serious fans want in a simulation. More runs. More hits. No errors.

To order, visit your favorite software retailer or call 1-800-246-7744.



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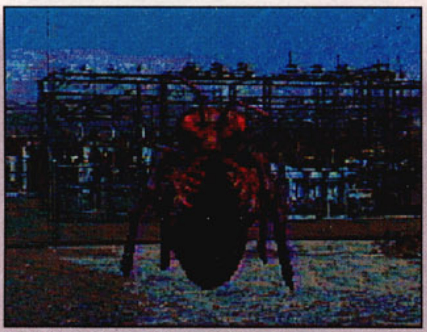
Play-by-play announcing requires 2MB of RAM. Actual game screens from IBM PC VGA version of the game. Other versions may vary. HardBall III, HardBall II and HardBall! are trademarks of Accolade, Inc. Earl Weaver II is a trademark of Electronic Arts. Tony LaRussa is a trademark of Strategic Simulations, Inc. All other product and corporate names are trademarks and registered trademarks of their respective owners. © 1992 Accolade, Inc. All rights reserved.

TURBOGRAFX-CD

PRO REVIEW

By Monty Haul

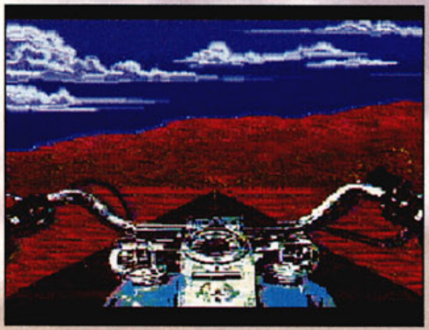
Lovelock's a sleepy, desert town in for a shock. A toxic spill at the local Atomic Plant causes a colony of harmless ants to mutate into an army of rabid, man-eating beasts. If someone doesn't stop her soon, the Queen Ant will exterminate Lovelock's inhabitants as an appetizer to her main course – the entire human race! This can only mean one thing. It Came from the Desert is heeeeere – for your TurboGrafx-CD.



Better call the Orkin man!

A Deadly Encounter

You play homeboy biker Buzz Lincoln, quite possibly humanity's last hope before...CHOMP! As Doctor Horton Pangborne's atomic energy assistant, you investigate the Atomic Plant when the Doc's radiation sensor grid is disrupted. As you search the deserted facility, you're jumped by a pack of glow-in-the-goo ants. A few revolver rounds save your skin, but the war has only just begun.

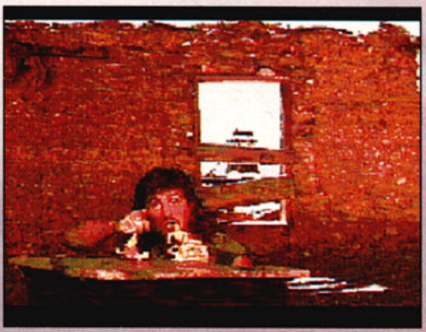


Buzz hits the road.

You have eight days to convince Lovelock's citizens of their imminent ant danger. Then you must hunt down and torch the Queen before she fulfills her sinister plans to use an A-bomb to turn Lovelock into a smoldering, mushroom-shaped cloud.

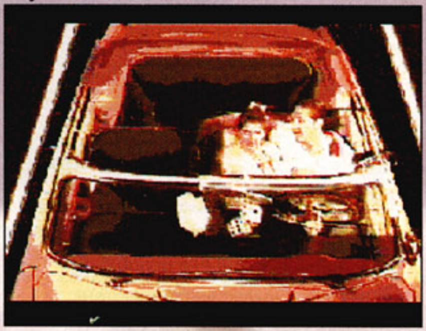
Eight Days to Save the World

To produce stunning visuals, It Came from the Desert melds full-motion video, digitized scenes, and hand-drawn images. You see Lovelock's settings through Buzz's eyes, and the bulk of the game is a menu-driven graphic adventure. You choose people to talk to, places to go, and sights to see. Certain cinema segments run automatically, others are triggered by your actions.



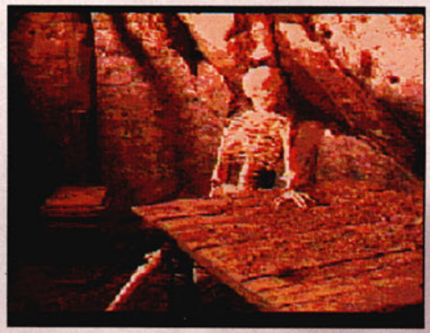
PROTIP: At the end of Day 2, head to Borax and choose Strength. The Man o' Steel will teach you a forward flip move that's handy in the tunnels!

You interact with an eccentric cast of characters, each with their own personality and motivations. Some folks will help you and provide important clues. Others have been psychically enslaved by the Queen's Antmind and turned into Antdroids! The Antmind's influence will try to possess you over the radio waves, on T.V., and whenever you encounter a 'droid.



PROTIP: Save Prissy and Sonny at the drive-in and they'll join your cause.

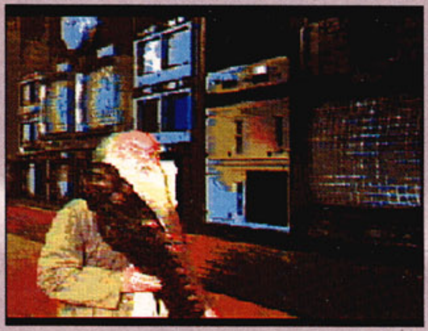
Each day you have several turns to visit the surroundings. Key locations include the Atomic Cafe, the Foundry, the ghost town Borax, Lud's Ammo Shop, Doc's Observatory, and your girlfriend Prissy's home. If you encounter an antsy situation, you'll waste the bugs in one of three arcade sequences.



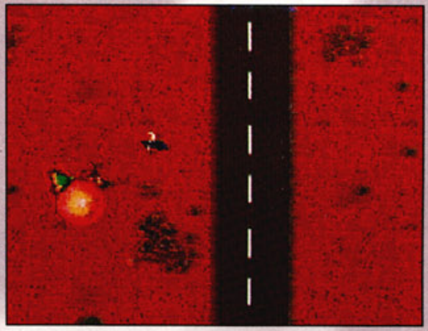
PROTIP: If you're captured, escape alive from the Queen's holding cell to save time.

Crawl this Way

It Came from the Desert tosses several types of game play at you. The most common battle pits you against the ants in an overhead view, tactical land war. You use bombs and dynamite to seal off the ants' underground tunnels. This sequence is good action, but not spectacular.

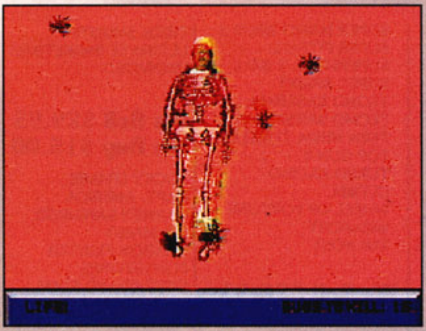


PROTIP: With a dismembered leg, prove the ants' existence to General Hightower and you'll have access to the U.S. Air Force during the overhead battles.



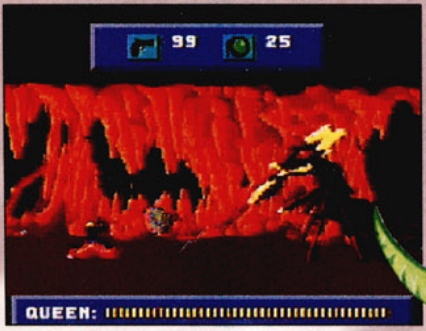
PROTIP: To win in the land war game, fill in the green slime pits with dynamite .

Expose the Queen's mental control over an Antdroid and she'll unleash a gaggle of flesh-rending mini ants to nibble this helpless human to bits. In this overhead view segment, you stand over the prone character. You must aim an onscreen gun sight and snipe-shoot the creepy crawlers before the citizen is skinless ant chow. This segment is gruesome, but fun!



PROTIP: Conserve bullets. Take out two or more ants with one shot.

To reach Queenie's hideout at the game's end, you must run, gun, and grenade your way through a maze of ant tunnels. Your pistol and explosives keep ants and Antdroids at bay as you inch through three side-view, horizontally scrolling levels. Your moves are somewhat limited and hard to control, but survival of the fittest is the name of this game.



PROTIP: To deactivate the Queen's force field, you must save three Antdroids and win a combination of three overhead battles and/or tunnel games. When the Doc or Sonny gives you the signal, make a final run for the Queen!

PROTIP: If you're sandwiched between ants, quickly backflip or forward flip over them.

Desert Beauty

It Came from the Desert was written, produced, and filmed on location by the folks at First Light Entertainment and Interactive Pictures Corporation. They teamed up to bring this classic Cinemaware Amiga computer game to life. Similar to NEC's earlier CD-ROM hit, Sherlock Holmes Consulting Detective, Desert features real live actors and professional-quality, recorded dialogue. The total effect lends Desert an early '50s, "B" horror flick feel. The story's first-rate, and you'll love every twisted turn.

However, Desert's not flawless. The arcade areas quickly become repetitive, and only the difficulty factor varies from one scene to the next. Also, outwitting the Queen Ant isn't a brain-strainer and replaying the struggle isn't too thrilling. Additionally, the live actor graphics are painted with a rather limited color palette.

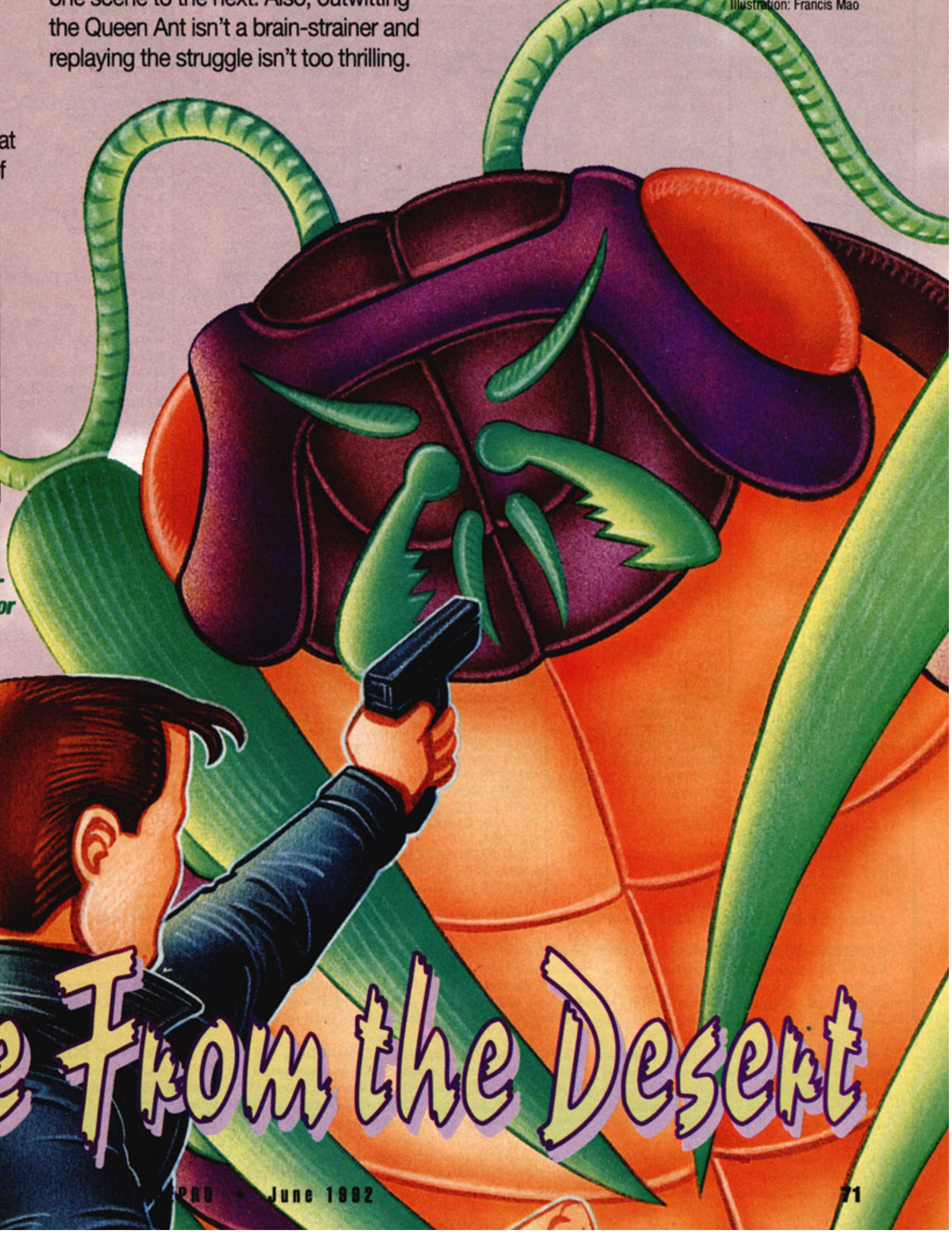
Average action sequences aside, Turbo Technologies' latest wins accolades for its stylish, cinematic package. It Came from the Desert is guaranteed to make you bug-eyed!

It Came From the Desert
by Turbo Technologies

Graphics	Sound	Control	FunFactor	Challenge
				INT.
5.0	5.0	3.0	4.0	Intermediate

$59.99
Available now
Action/Adventure

One-player
CD-ROM



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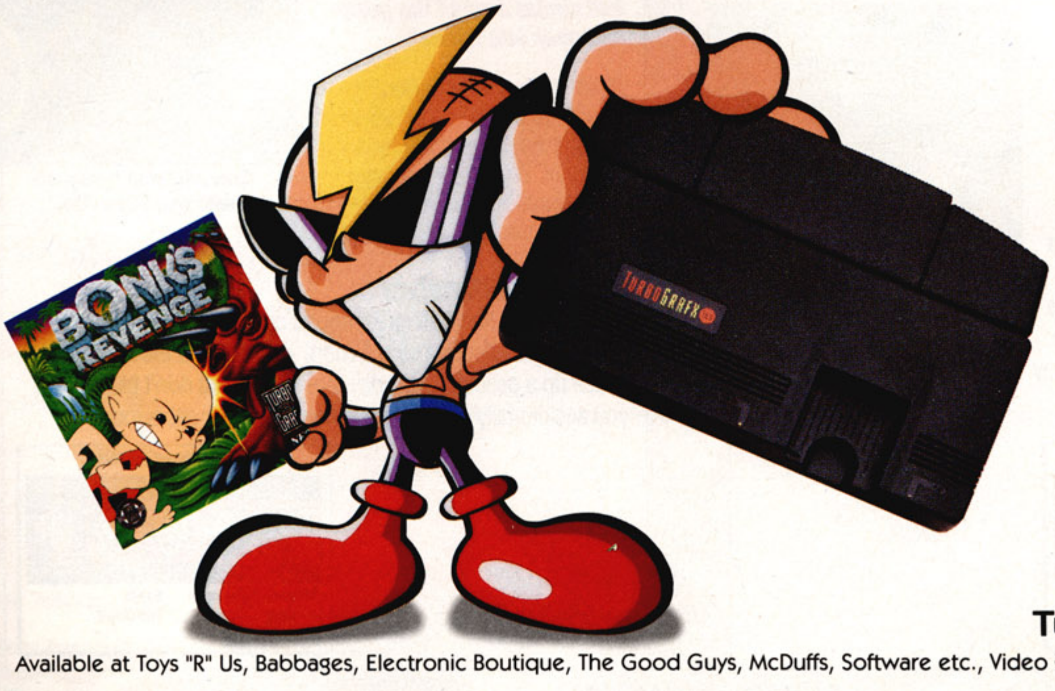

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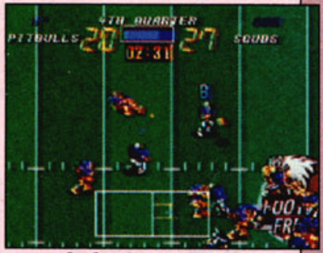
Football Frenzy

By Fanatic Fan

Football Frenzy, a chaotic gridiron simulation for the Neo•Geo, has all the hard-hitting action of the real sport. Unfortunately, it lacks the strategy and some of the rules, which makes it a one or two-player game that's fun to play, but difficult to understand.

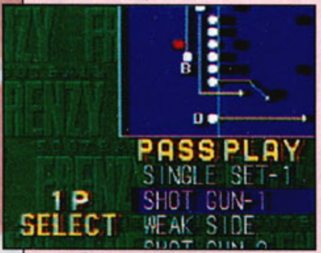
Bone Crushers Unite!

If you enjoy the sound shoulder pads make when they crunch into a ballcarrier at top speed, you'll appreciate the play of Football Frenzy. This game isn't called "Frenzy" by accident. When the ball is snapped, 22 players scramble like flies. Half the time, a defensive player will fly through your line crushing, your ball carrier. The rest of the time, you'll either scoot for a decent gain or your quarterback will throw the ball to an open receiver for a big gain.



Go for the touchdown!

The tricky, and unrealistic, thing about the Football Frenzy offense is that completing a pass depends on whether your quarterback is able to throw the ball, rather than if your receiver's open. Throwing the ball is a challenge, because a defender that's anywhere within ten yards of your QB can swat a pass backwards like an NBA center.



PROTIP: You'll cut down on blocked passes if you scramble right or left when the ball is snapped.

Another major flaw is the lack of defensive play calling. You play the same formation every down whether you think your opponent is calling a run or a pass. Not that playing defense requires much guess work. You can always see what play the offensive team is calling, so there are no surprises.

Football for Kicks

Despite the chaotic game play, you'll be impressed by the graphics and sound effects. All 22 players are depicted with plenty of detail, and you won't see a bit of flicker. If you aren't a football purist, you may have a blast. Just keep your copy of the NFL rulebook shut, because the SNK programmers did when they created this cart!

PROTIP: If you delay before you pitch the ball, you'll draw tacklers to your quarterback, which gives your running back more room to maneuver through the line.

Football Frenzy by SNK

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	2.0	3.0	INT. Intermediate

$199 suggested retail
46 megs
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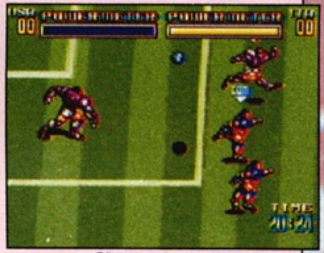
Sports
Two-player

Soccer Brawl

By Fanatic Fan

SNK might have this sports thing down! First, they release the incredibly awesome Baseball 2020 for the Neo•Geo. Now, they give us Soccer Brawl – an incredibly fast-moving, action-packed, soccer simulation starring eight international teams and an assortment of tough cybernetic athletes.



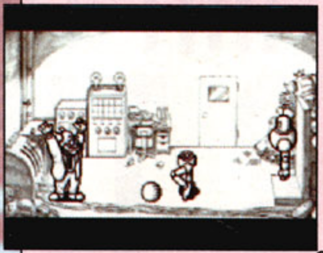
Gimme the ball.

The Gloves Are Off!

Soccer Brawl is a one or two-player game that mixes the best soccer moves with elements of Street Fighter II. The object is simple: score more goals than your opponent and you win the game. Scoring occurs in the traditional soccer way – kicking or heading the ball into the net.

What is not traditional is your ability to punch your opponent, or when powered up, stun him with a ray blast from your hands. You can also take down a ball carrier with a nasty sliding tackle or make him see stars with a devastating shoulder block.

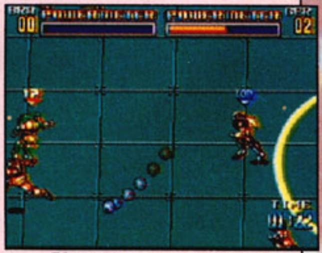
Each team's captain is called the Head Master. The Head Master doesn't have the blasting ability of his teammates, but he does have an awesome Power Shot, which makes him the main offensive threat on the team.


Rebuild your body parts during the half time show.

There are four different types of Power Shots: the Guardian Shot, the Wave Shot, the Cross Shot, and the Boomerang Shot. Each of these kicks will damage any player stupid enough to be in its path.

PROTIP: Use Korea or Japan's Boomerang Shot when you're close to the opposing goal. The ball circles around the goalie and goes into the net.

PROTIP: Your most effective shot is to play the ball off your head or body near the opposing goal. Then hit A and the directional control to deflect the ball into the net.



Blow past your opponents with your Super Shot.

Let's Get Offensive!

Soccer Brawl has it all: great sports action, strategy, violence, great sound effects, and still more violence! It's the ideal cart to shake up a peaceful Saturday afternoon. Just don't blame us if you accidentally destroy the furniture in your excitement!

Soccer Brawl by SNK

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	5.0	5.0	INT. Intermediate

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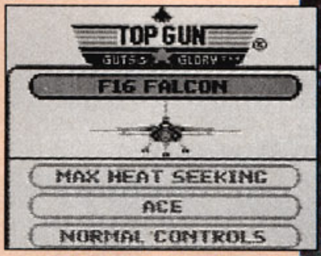
GOT IT? GET IT. PLAY IT. THAT'S IT. I'M OUT OF HERE.

Top Gun: Guts and Glory

By Riff Raff

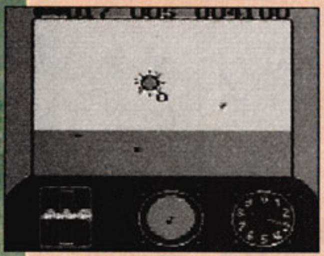
For all you jet cases looking for a compromise between a "true" flight simulator and a flat out shoot-em-up, Konami's Top Gun series fits the bill perfectly. Now, Game Boy pilots can take to the skies with Top Gun: Guts and Glory.

Hot Shots



PROTIP: Each of the four jet fighters has its own unique strengths and weaknesses. Experiment in the Air Combat and Bombing Run modes to find which one suits each level best.

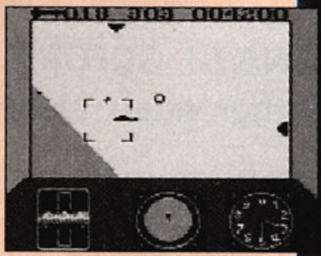
Konami hasn't changed much from the two original behind-the-jet view NES classics, and why should they?! The Top Gun series is one of their sleeper hits! This time you can choose from four types of aircraft: the F-14 Tomcat, the Mig 29 Fulcrum, the F-16 Falcon, or the F-117A Stealth Fighter. Also, you can fly five Air Combat dogfights, five Bombing Run assignments, or 10 Career Option covert missions, which are increasingly difficult combos of Air Combat and Bombing Runs. Every time you complete a mission, you earn a promotion medal and a password. So have a pen and paper handy.



PROTIP: Sometimes it's hard to tell where you are. To avoid getting lost, either pay close attention to your degree heading or use the sun as a guide.

Whichever war bird you pick, you'll find its cockpit loaded with goodies, like a radar screen, a degree heading gauge, an altimeter, and a missile lock indicator.

Your hardware seriously soars. In combat, you can either use the missiles (radar guided or heat seeking) or the 35 mm cannon, effective for enemy aircraft near you. The throttle (the Start button) adjusts your speed from Air Brakes (slowdown) to Military (Cruise-control) to Afterburner (sonic boom!).



PROTIP: If you just can't shake a pesky bogey off your tail, try slamming on the Air Brakes and pulling an aerial flip worthy of Tom Cruise.

Strategize, then Pulverize

Guts and Glory is a good combination of strategy and action. The sound is great, with realistic cannon shots and explosions. The graphics are cheesy in some respects, like the wimpy oceans and clouds. They really kick though when the well-animated aircraft and warship convoys storm the screen. It may not be a true flight simulator, but TG:G&G is the closest thing to it for you Game Boy Top Guns!

Top Gun: Guts and Glory by Konami

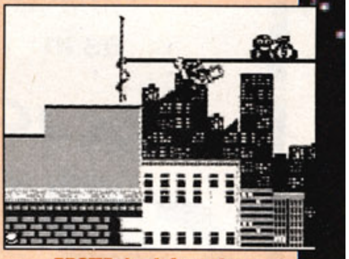
Graphics	Sound	Control	FunFactor	Challenge
3.0	4.0	4.0	3.0	INT. Intermediate

Price Not Available	Flight Simulator
One meg	Two player
Available July '92	Battery Back up

Hudson Hawk

By Sister Sinister

Hudson Hawk may not have been a big hit at the box office, but it could be a hit on your Game Boy. Sony Imagesoft has put this bad boy gone good on three missions to save his best friend and the world's economy.

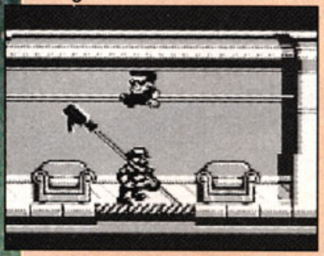


PROTIP: Look for poles or wires to scale hand-over-hand. They will save you from falling.

Mission Impossible

Darwin and Minerva Mayflower are rebuilding Leonardo da Vinci's Alchemy Project, a machine that will create gold and send the world into financial ruin. They've got Eddie Hawkin's friend on ice until he steals the Project's key component for them.

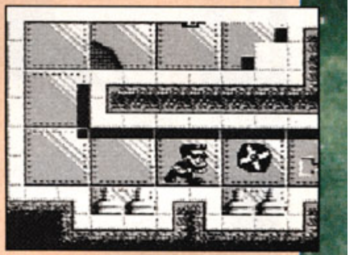
In this side-view, multi-scrolling action/adventure, Hawkins, a.k.a. Hudson Hawk, encounters menacing obstacles that range from live creatures to electrical devices. Armed only with his fists and some baseballs, Hawk has to jump his way around rooftops, factories, mansions, and even the Vatican.



PROTIP: Mission 1:Part 6-The only way to avoid getting electrocuted by the electronic eye is to jump over the beam. Be sure to time your jumps.

Hawk has all sorts of cool moves. Most of the time he just needs to run and jump. However, he can crawl on his hands and knees in tight spots, climb ladders, and even scale hand-over-hand on high-hanging ropes and pipes.

Mastering Hawk's easy-to-control agility is critical, because the really deadly obstacles (the electrical devices) can't be stopped with a baseball. Instead, Hudson has to find hidden switches which momentarily turn them off. Hawk also finds money bags, which hike up his score as does pummeling his enemies. It's a good thing he starts out with five lives. For a fighting chance, he also gets three continues with three lives each.



PROTIP: Mission: Part 4-If you don't successfully jump over the burner after switching off the second fan, forget it. You can't go back to the fan's switch to turn it off again.

Hawk's Eagle-Eyes

Hudson Hawk will tease your brain and test your thumbs. The graphics are excellent for a Game Boy game, and the sound's above normal there are no cutesy tunes here. Instead, you get a pulsating, ominous tune. This cart may end up being a bad influence to those who play it, because it makes the life of crime fun!

Hudson Hawk by Sony ImageSoft

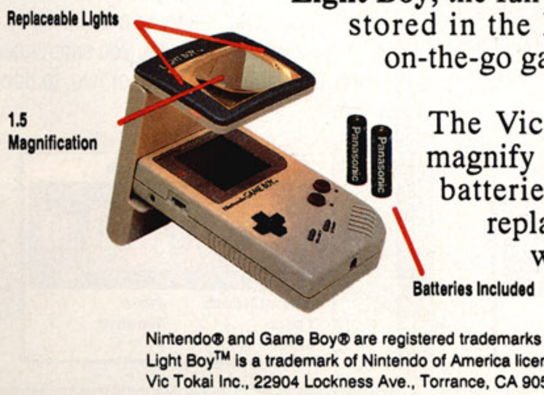
Graphics	Sound	Control	FunFactor	Challenge
5.0	4.0	4.0	4.5	ADV. Advanced

$27.95	Action Adventure
One meg	One player
Available April '92	Three Continues

Light Boy is Bound to Attract Attention

GAME KEEPER

The campfire has died and the marshmellows have been roasted. Now, thanks to **Light Boy**, the fun really starts! All my Game Boy equipment is safely stored in the Light Boy GAME KEEPER, which is great for on-the-go gamers, like me.



The Vic Tokai Light Boy is too cool. Not only does it magnify the LCD screen 1-1/2 times, but it also comes with batteries! And unlike other accessories, Light Boy has replaceable lights, so the fun goes on forever! It's no wonder **Light Boy** is bound to attract attention.

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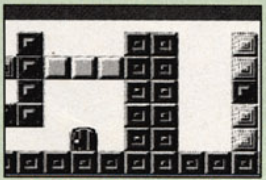
Official Nintendo Seal of Quality

Nail 'n' Scale

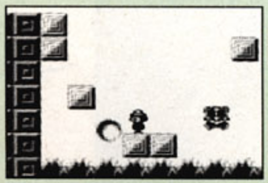
By Kay Oss

Okay, Puzzle People, put on your thinking caps – and your hard hats. Nail 'n' Scale by Data East is a fun, tricky, little Game Boy cart. One or two-players (consecutively) try to guide a miner minor through 50 stages filled with maze-like masses of blocks. You "scale" the blocks by tossing nails into them. The nails eventually disappear. But if you're quick, they provide you with enough toe holds to climb to a wooden door and into the next stage.



PROTIP: Always use the side-scrolling area map to find the best path, since there are usually two escape doors.

The action isn't fast-paced, but in order to complete a stage you have to burn some brain cells. You can break some blocks by jumping on your nails. Other blocks are coated with nail repellent. Weird creatures such as teddy bears, bee boys, bat kids, and other bizarre nuisances hinder your path. You can nail them, but they only disappear for a few seconds. Obstacles like fire pits and rolling balls force you to rethink your route.



Don't jump yet! The figure on the left is a creature coming back to life.

PROTIP: Be warned: creatures come back to life in the same spot that you nailed to them.

For a cutesy little puzzler, the graphics in this cart are on par with other Game Boy games, although they don't break any new ground. As with most Game Boy games, the music is best turned down LOW.

Nail 'n' Scale is a good brain-teaser. This hard hatted, action/maze game is sure to keep your interest nailed to the Game Boy for a few hours.

Nail 'n' Scale by Data East

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	3.5	4.0	INT. Intermediate

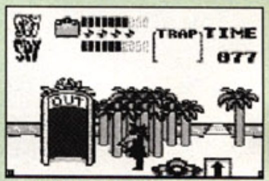
$27.95
1 megs
Available now
Puzzler
Two-player

Spy vs. Spy: Trick & Trap

By Linoleum Blown Apart

Those notorious Spy vs. Spy guys have pulled dirty tricks on each other throughout the pages of Mad Magazine. Now Kemco has lifted these beak-nosed agents off the pages of Mad and put them to battle in your Game Boy.

In Trick & Trap, you play either White or Black versus the computer or a Spy-bud equipped with a Game Boy, a link, and another cart. You're object is to beat out your opponent by being the first to find five Top Secret Documents in each of the four stage's five levels. The docs are secured in treasure chests and they come in five forms: Microfilm, Secret Files, Blueprints, Floppy Disks, and ROM microchips.

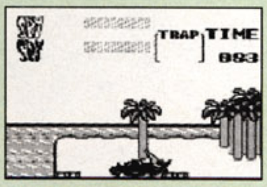


PROTIP: Find the Attache Case quickly. You'll only be able to carry one document until you do.

To keep the other guy off balance or make him lose the documents he's found, you punch him out or plant one of six types of Booby Traps to trip him up. Watch out, 'cuz he does the same to you!

This cart's cartoony graphics are superior for a Game Boy game. SVS fans will especially dig the Booby Traps. But definitely keep the music off, if you don't want a headache.

Don't let the sharp, funny, Spy vs. Spy graphics fool you. This cloak and dagger cart is tough. You'll have to read the manual to master the controls. The computer spy is fast, tough, and sneaky. In fact, fledgling agents who aren't persistent may quickly tire of this clandestine twosome. The passwords are a saving grace. Spy vs. Spy is deceptive. Its cartoon roots hide tough fun.



PROTIP: The spy who bumps against obstacles (such as Man-eating Plants or Flame Geysers) during a fight will lose life energy faster.

Spy vs. Spy: Trick & Trap by Kemco

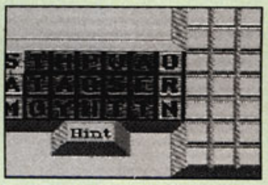
Graphics	Sound	Control	FunFactor	Challenge
4.5	3.0	3.0	3.5	ADV. Advanced

$29.95
1 megs
Available June '92
Action/Puzzler
Two-player
Passwords

WordZap

By Abby Normal

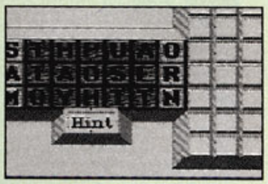
WordZap by Jaleco guarantees countless hours of portable Game Boy fun. This wordy cart's a real tiger in the gaming jungle and its fun, too.



What's in a word?

WordZap's like Scrabble with a few interesting twists. Playing alone against the computer or taking turns with a friend, your challenge is to create words out of a jumbled collection of letters. However in WordZap, you can only build words horizontally.

A plethora of other options help keep the challenge, ridin' high. For example, during each play you can only pull certain consonants and vowels from the letter pile. You can choose from three levels of difficulty, as well as select the number of letters (3, 4, or 5) in each word.



A little help from the computer.

That's just the beginning. There's also a Hint feature, which you can switch on and off; a Plurals Feature, which enables you to use plurals without being penalized, and a Timed Turns feature, which places you at odds with the clock. For you word-softies, there's even a Handicap feature that will give you up to a three-word lead on any round. You'd hardly expect it from a puzzle-style game, but the tunes are ultra groovy, too!

PROTIP: Take a few moments to envision some word possibilities before you begin play.

PROTIP: Ration "A's" and "E's" to use towards the end of a round.

WordZap is guaranteed to satisfy the bored traveler, or wannabe vocabulary whizz. With a dictionary of over 8,000 words, WordZap will keep you entertained, and may teach you a thing or two, to boot!

WordZap by Jaleco

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.0	4.5	INT. Intermediate

Price not available
1 megs
Available now
Puzzler
Two-player

A GREAT WAR.
A LOST PARADISE.
AN EPIC ADVENTURE.
STAR CONTROL II.™
THE QUEST FOR EARTH BEGINS.
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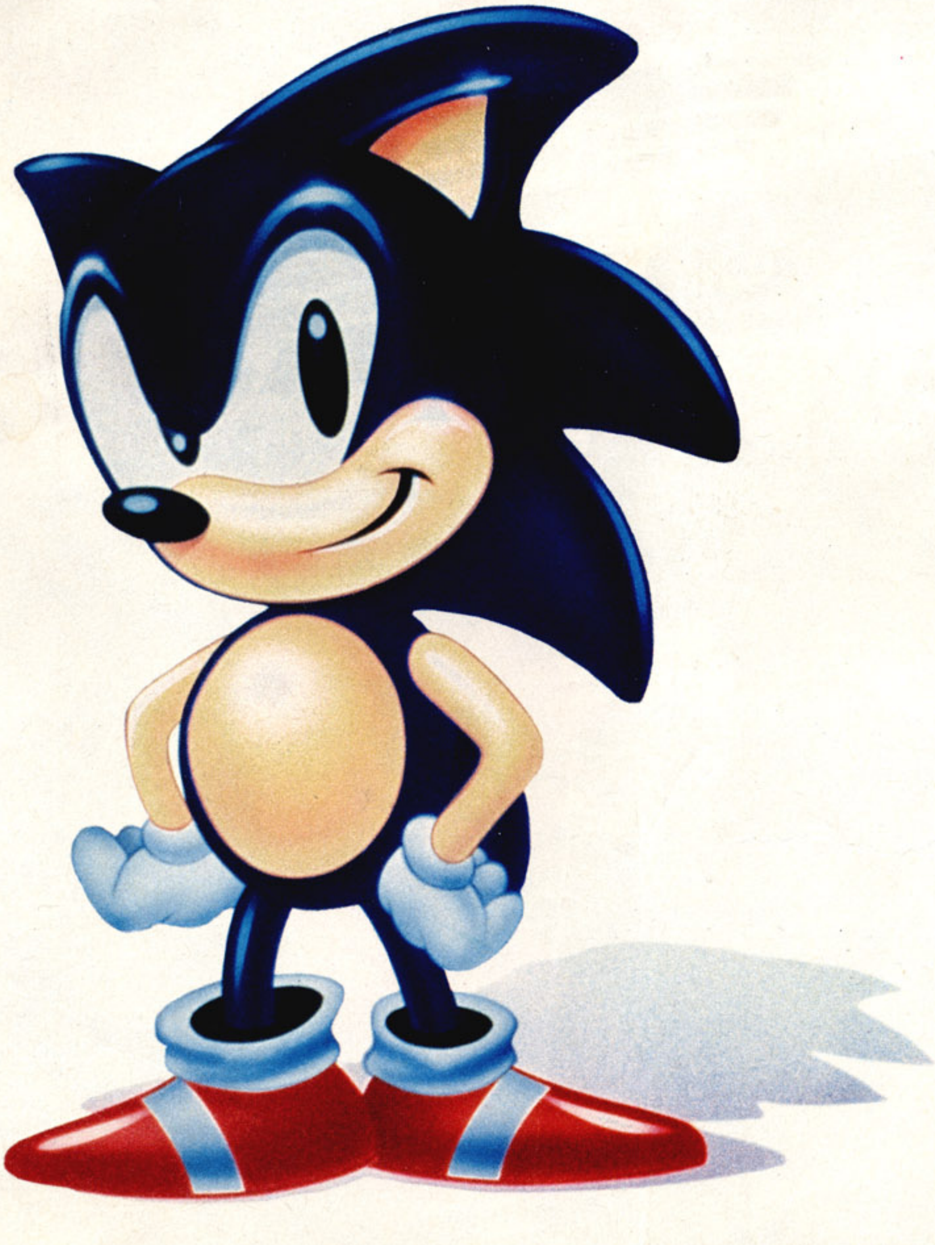
Super Son



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GAME GEAR™
COLOR PORTABLE SEGA GAME SYSTEM

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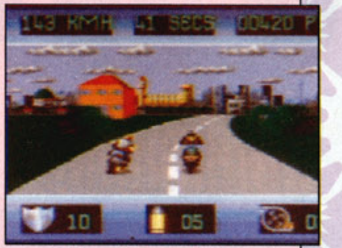
Out Run Europa

By Boss Music

Special agent Simeon Kurtz of Unit 6 intelligence is having a bad day. An unknown hit man cracked him on the head, made off with secret government documents, and stole his best bike. Kurtz's career is history if he doesn't retrieve the papers and deliver them to Berlin, pronto!

Out Running Europe

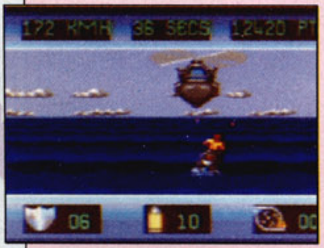
Grab your helmet and biker gloves, Game Gearers. Out Run Europa is here! If you've played Sega's coin-op classic, you'll recognize U.S. Gold's all-new cart as Out Run with a few exciting twists.



PROTIP: Grab gobs of bullets in Level 1 to arm Simeon's speedboat in Level 2.

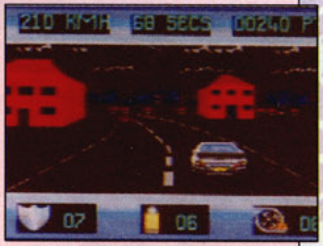
To clear his good name, Kurtz treks across Europe in pursuit of the culprits. In each of the five, first-person-perspective levels, he hops aboard a different vehicle and races to the finish line, avoiding or eliminating criminal attackers on his way. Lose against the clock or deplete the shield supply, and it's game over with no chance to continue.

Simeon's a true road rasher. Aboard the familiar Motorbike, he can kick-'n'-punch enemies from London to Dover, U.K.



PROTIP: Make Kurtz weave back and forth to avoid the helicopters' bullet showers in Level 2.

In France, Simeon uses a JetSki to speed on to Calais. Swarming choppers and terrorist water riders impede his progress. He then drives through Paris, Barcelona, Madrid, and up the Spanish Coastline in a "hot" (as in not paid for) Porsche. Simeon ditches the Porsche and breezes across the Mediterranean to the Italian Coast in a Speedboat. Finally, he wheels a Ferrari in hot pursuit of his assailant. Kurtz's victory's at hand!



PROTIP: Kurtz shouldn't use Turbo speed around the curves in Level 3 or he'll ram into a tree, fence, or billboard.

Run Like the Wind

Good music and even better graphics complement Out Run Europa's diverse, multi-faceted driving and racing action. Despite a lack of continues, overall it's a great Game Gear package for fans of Spy Hunter, Road Blasters, Hydra, and Hang On. If you want to tour Europe, secret service style, Out Run Europa is the way to go.

Out Run Europa by U.S. GOLD

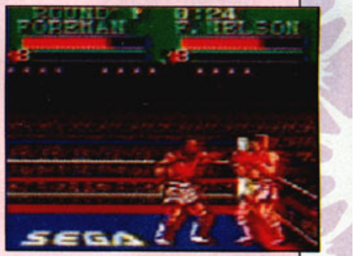
Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.5	4.0	ADV. Advanced

$39.95
2 megs
Available June '92
Racing
One-player

George Foreman's KO Boxing

By Colorful Commentator

Former champ, "Big George" Foreman's career has hit the comeback trail. With the support of his family and untold Quarter Pounders with Cheese, he nearly dethroned current champ, Evander Holy-field, last year. KO Boxing features Foreman's punching power and hearty appetite in an above-average Game Gear slugfest.



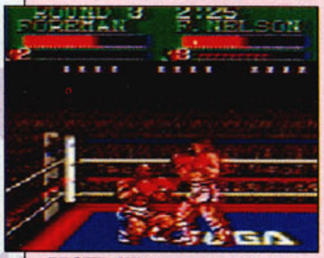
PROTIP: Trap your opponent against the ropes and land jab/uppercut combos to weaken him.

George Rules

In Flying Edge's (Acclaim) first Gear title ever, you play America's favorite 250-pound lug. In one-player mode, you duke it out with four opponents for the title and you can rematch once per bout. Alternatively, two boxers can knock heads with a Gear-to-Gear cable and two carts.

The side-view, fisticuffs action resembles James "Buster" Douglas Knock-Out Boxing for the Genesis. You throw jabs, body blows, and uppercuts. You shield by ducking low and blocking your head or body. The moves work, but are hard to control.

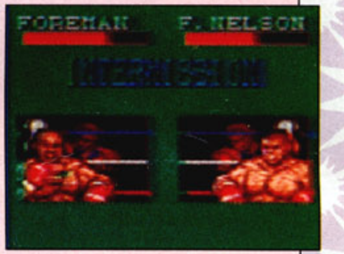
Several times per match, you can unleash an awesome Super Punch. You'll send your opponent flying with one hit.



PROTIP: When your opponent charges up his power line, stop attacking and prepare to duck.

PROTIP: Deplete half your opponent's stamina meter, then nail him with three consecutive Super Punches for a TKO.

Each round's winner earns 10 points towards a decision, and the loser's points are reduced based on his performance. Tally a win with a points decision, a Technical Knockout (three knock downs in one round), or a Knockout (the standard 10-count knockdown). Each victory nets you extra ability points to boost your Footwork, Recovery, Punching Power, or Super Punch credits.



Power down the animal fat between rounds!

Clean Fighting

George's cart packs crisp graphics, decent sounds, and a full-bodied challenge. Unfortunately, play control is clunky, but the ability-building feature and tough fighting make KO Boxing a Game Gear contender.

George Foreman's KO Boxing by Flying Edge

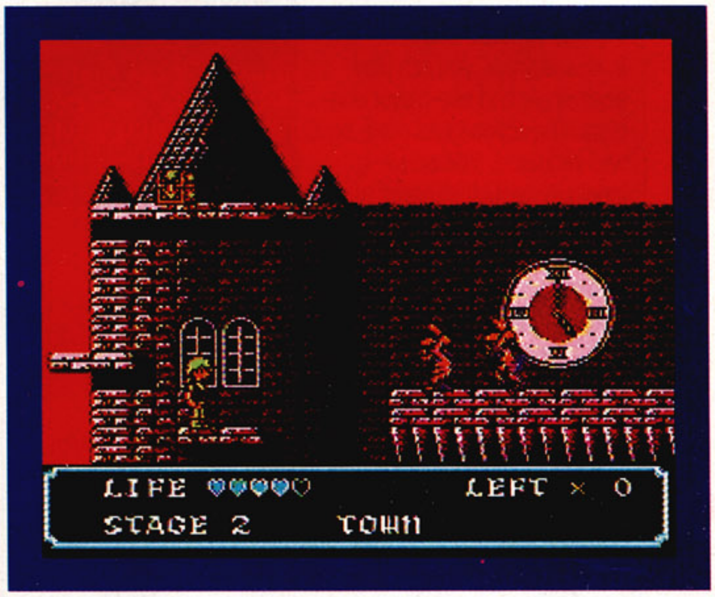
Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	2.0	3.5	ADV. Advanced

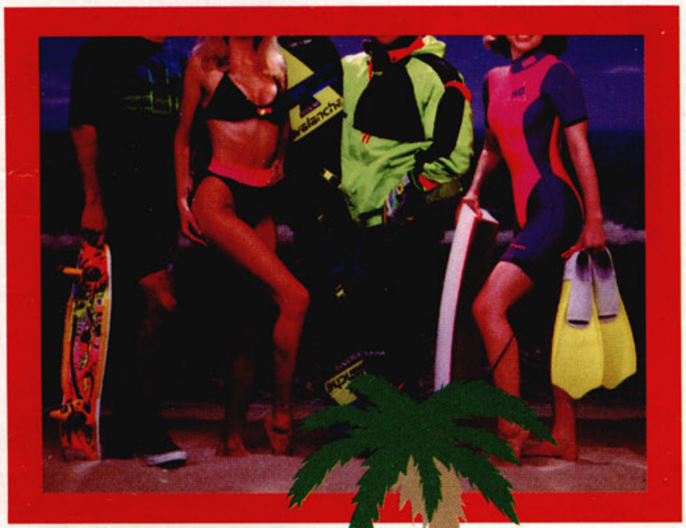
$34.95
Available May '92
Sports
Two-player
Limited continues

MOON CRYSTAL

HECT ©

Somewhere out there on Count Crimson's island, Moon Crystals are being mined to bring back the dead in an evil way. Can you stop this madman before it's too late? The world is depending on you to save it from total doom. Live this truly awesome graphic adventure on your Nintendo Entertainment System®.





All right! The hot sequel to the sun, surf and sand sport game is back in a big way....Super NES® style! Five new events test if you really are the coolest dude or dudette around: Body Boarding, Snow Boarding, Jet Surfing, Hang Gliding and Skate Boarding. Up to eight players can compete to enter the Hall of Fame or end up in the Hall of Shame.

CALIFORNIA GAMES II

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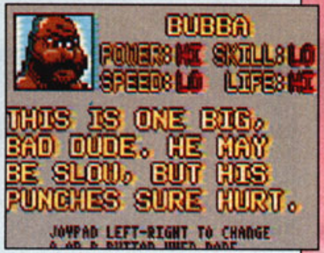
Basketbrawl

By Weekend Warrior

Atari has transformed basketball into something even Michael Jordan wouldn't recognize! Part basketball and part gang warfare, Basketbrawl is a game that is searching for an identity.

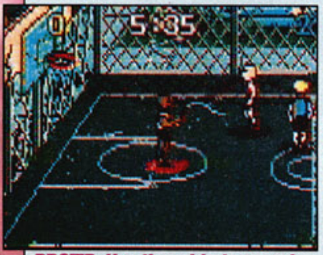

BUBBA
POWER: HI SKILL: LO
SPEED: LO LIFE: HI
THIS IS ONE BIG, BAD DUDE. HE MAY BE SLOW, BUT HIS PUNCHES SURE HURT.
JOYPAD LEFT-RIGHT TO CHANGE

PROTIP: Bubba is the best player to choose in the two-player mode. First, knock out your opponents. Then retrieve the ball and take your time to shoot the basket while they awaken.

Foul? What Foul?

In Basketbrawl, you can play both single and two-player contests. The action takes place on a well-rendered, side-scrolling, inner city basketball court. It comes complete with graffitti and suspicious-looking neighborhood bystanders. Choose your player from among 10 different thugs and misfits, such as Simon the nerd, Slash the psycho, Biff the yuppie, Vinnie the ganster, and a man-mountain named Bubba!

The rules of the game are simple, maybe too simple. Within a six-minute period, score more points than the opposing gang team. Punch, kick, whip, stab, beat, and slam for the ball! Use whips, sticks, and knives that randomly pop onto the court to attack your opponents. You can even take them out by shooting the basketball into their faces!

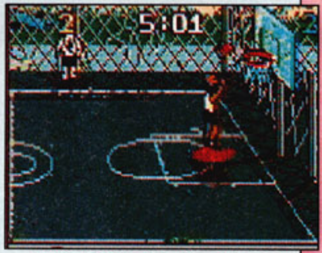


PROTIP: Use the whip to smack opponents that are out of punching/ kicking range.

Despite the fisticuffs, the game gets a little monotonous. Fortunately, power-up items randomly appear to enhance game play, such as Milk bottles for increased health, Lightning Bolts for more accurate shooting, Fists for enhanced strength, Hearts for more stamina, and Sneakers for bursts of speed. Power-ups stay with you throughout the game, but disappear when you move onto the next level.

A Toss-Up!

Although the concept is unique and the graphics, game play, and sound are all above average, the appeal of this game is limited. After a few rounds of the same punching and kicking action, it quickly becomes repetitive. Sports fans will be distracted by the fighting features, and fight fans will be burdened by having to score points in order to advance to the next level. However, the appeal is clearly directed at competitive two-player play. Where else can you slam a buddy and hurl a basketball at his head – especially if he's winning!?



PROTIP: Aim the direction pad in the same direction as the basket when you shoot.

Basketbrawl by Atari

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.0	3.5	2.5	BEG. Beginner

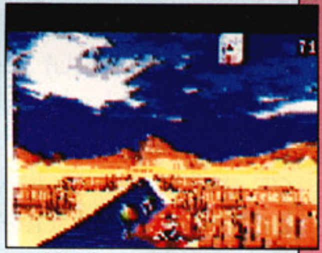
$34.99
1 megs
Available June '92

Arcade sports
One- or two-players

Hydra

By Mister Blister

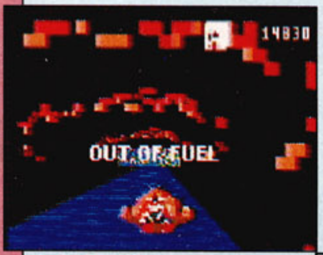
You're our nation's top covert operative, who's assigned to deliver secret military equipment to our allies via wild and treacherous riverways. The Agency has bestowed upon you a state-of-the-art, heavily armed, turbocharged speed boat to carry out your missions.



It's a boat ... It's a plane...!

By Air and by Sea

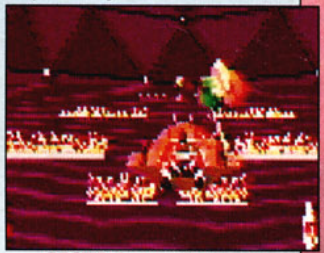
Hydra is a one-player, behind-the-boat view shooter, which consist of nine missions. You must pilot your ship through winding waterways, while keeping an eye out for other boats, hovercrafts, floating mines, tanks on the shoreline, and snipers entrenched on islands. However, you can soar above all that by temporarily launching your ship into the air! It's not that simple, though, the skies are equally dangerous with fighter jets, attack copters and giant zeppelins!



PROTIP: If dangerously low on fuel, use your power boosts to launch your ship to the end of the level.

The action's pretty brisk. Obliterate enemies with your front-mounted machine guns and keep an eye out for valuable bonus items and power-ups that randomly pop up in the waters. Even though you have an unlimited number of ships, if you run out of fuel – you're sunk! Plus, there are no continues.

Equipping your ship is half the fun. Pick up floating bags of money to buy power-ups. Then before starting a mission, visit the supply shed to purchase power-ups with your accumulated wealth. You can spontaneously switch among any of your power-ups, but they have a limited life span. Bonus rounds at the end of each mission award extra fuel, money, and points. Don't sweat it if you croak in the bonus levels. That has no effect on the rest of the game.



PROTIP: Ignore the target. Instead, go for money bags and Green Crystals in the bonus rounds.

The Need for Speed

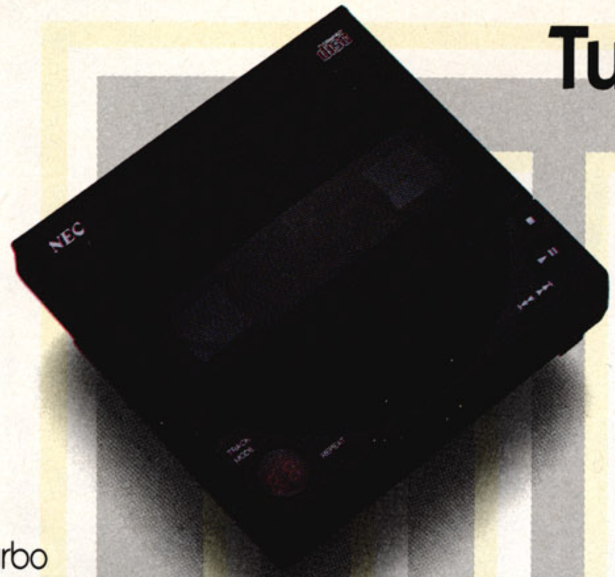
Don't miss this boat! Hydra showcases the Lynx's superb scaling abilities and extensive color palette. The smooth animation, well-rendered graphics, and extremely responsive controls create the stomach-wrenching illusion of slicing through the waters at breakneck speeds. Go ahead. Get wet with Hydra.

Hydra by Tengen

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.5	4.5	INT. Intermediate

$39.99
2 megs
Available June '92

Shooter
One- player



TurboGrafx-16 CD Player

$149

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…and we have good news.

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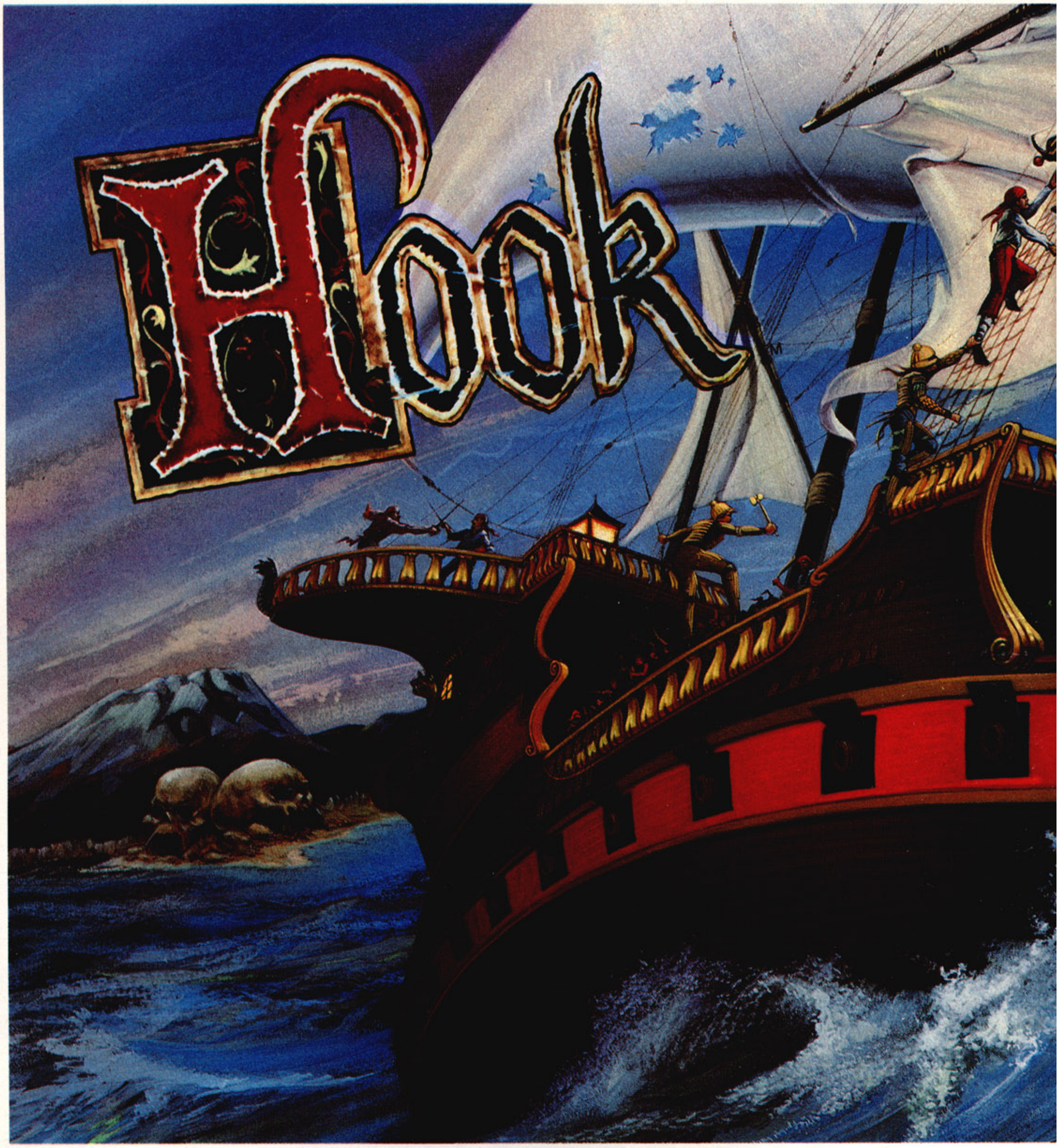
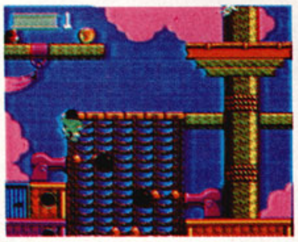
Turbo Technologies, Inc.

Available at Toys "R" Us, Babbages, Electronic Boutique, The Good Guys, McDuffs, Software etc., Video Concepts and through Sears Catalog.



Hook
START
CONTINUE
HI-SCORE
BEN ON
PLAYER 1

The evil Captain Hook



Climbing the rigging
on Hook's ship

GAME
OVER
PLAYER 1

Walking the plank

Exploring
the sunken ship

The fight with Rufio

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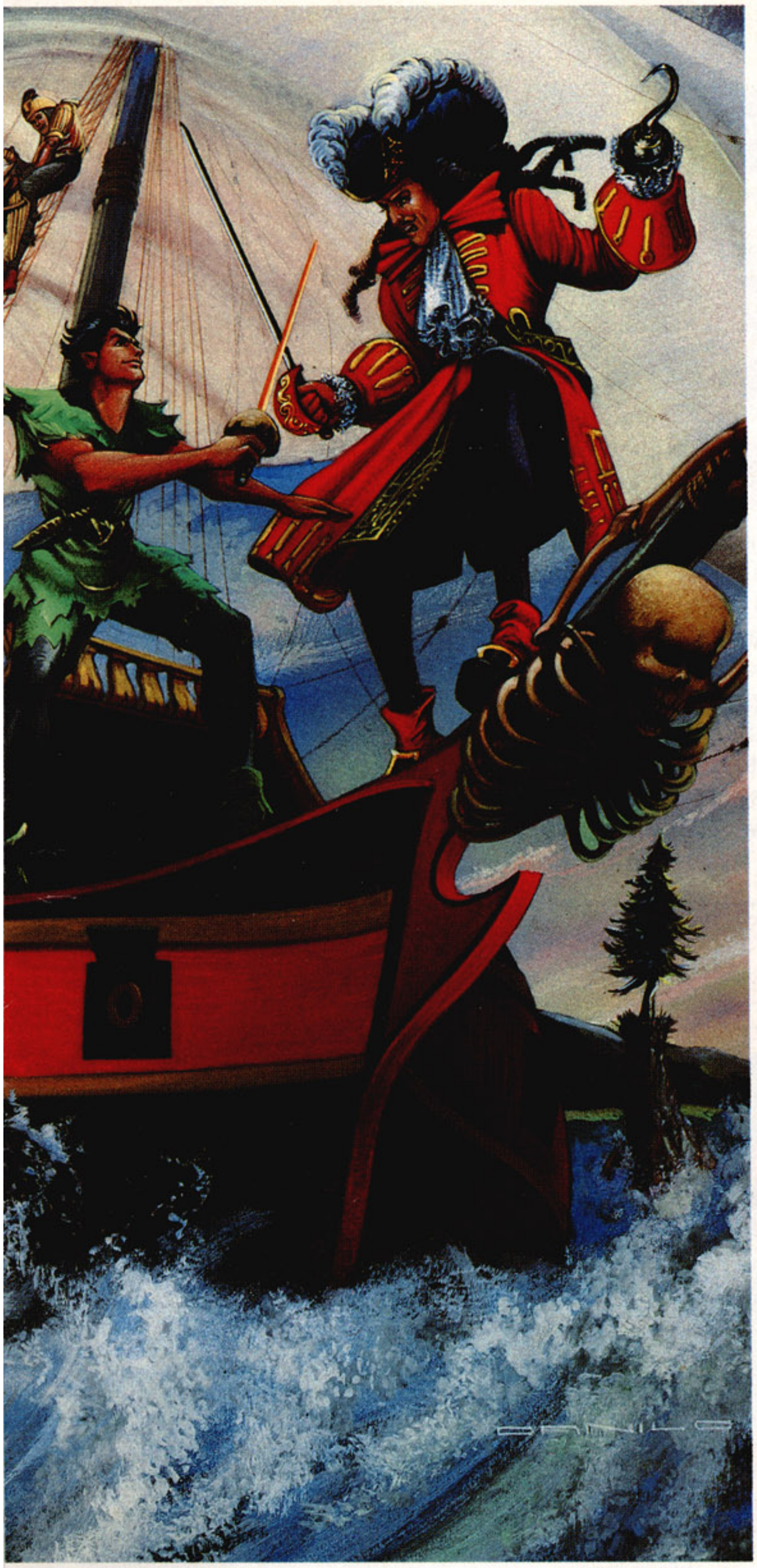

GET HOOKED!

You've just boarded Hook's ship. Your blood is pumping and a chill races down your spine. You're about to do battle with the most infamous pirate of them all, Captain Hook, the fiend who's kidnapped your children and sworn never to let them go.

Suddenly Hook spots you and in one leap is at your throat. But with a quick spin you take flight over the sail and with a single thrust almost pin him to the mast.

As Peter Pan, this is the fight of your life. Everything that came before — your duel with Rufio, your dive to the ship wreck, even your battles against the pirates and creatures of Neverland — are nothing compared to this moment.

Hook, the video game. Multiple levels of incredible excitement. Fantastic graphics. Available now for NES and GameBoy.

Get Hook. Before Hook gets you!

Hook
GAME BOY
Nintendo

HOOKS JUNGLE

Dangerous territory

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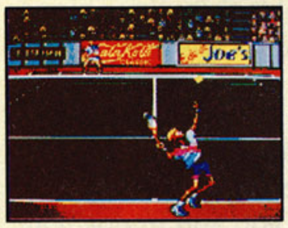
SHORT PRO SHOTS

SNES

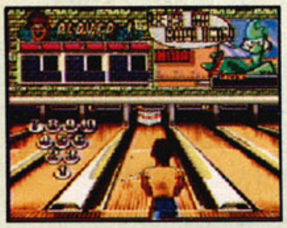
David Crane's Amazing Tennis
(Absolute)



From an amazing 3-D perspective, you and a partner can enjoy round after round of intense tennis on grass, clay, or concrete courts.

Available Summer

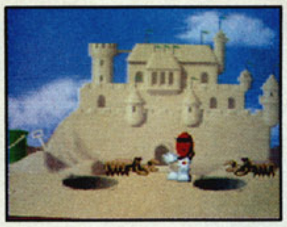
Super Bowling (American Technos)



Whether you play in a tournament or just for fun, you'll enjoy hours of good times on the lanes in this "strikingly" attractive bowling simulator.

Available June

Spot II: The Quest for Cool
(Virgin Games)

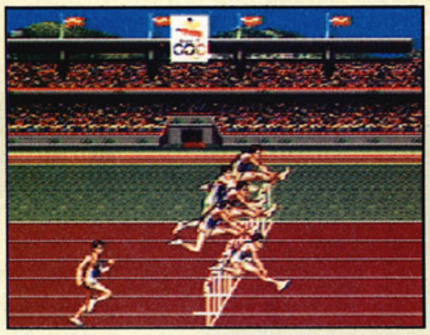


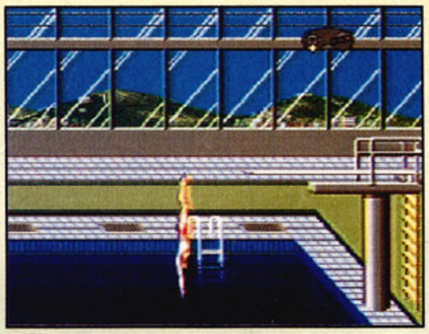
They're far from lazy and they're definitely crazy. Who are they? They're the 7-Up Spots. These well-rounded pranksters are starring in a brand new SNES adventure. They search for their missing 7-Up bottle in an amusement park, on a beach, and around town.

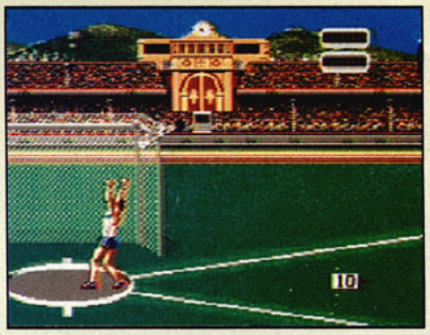
Available Fall

Genesis

Olympic Gold (U.S. GOLD)



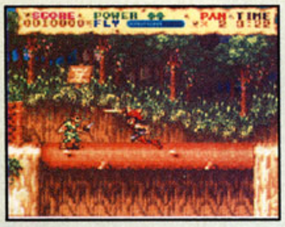




The Summer Olympics are just around the corner. Thanks to the folks at U.S. Gold, anybody can take an Olympic trip to sunny Barcelona without leaving the comfort of their own home! In this beautiful, well-detailed game, you slip into the finely-tuned bodies of a variety of athletes and go head-to-head against some of the world's finest competitors. You can compete in seven events, including diving, swimming, hurdles, and the hammer throw. Before you attempt to go for the glittery gold, you might want to spend some time warming up in the practice mode. If not, it's head first into 100% pure Olympic competition.

Available June

Hook (Sony)

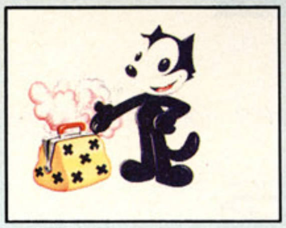


In this gorgeous side-scrolling action/adventure, you hop into the tights of Peter Pan and set out to tackle 11 levels of jumping, flying, hack 'n' slashing fun.

Available Summer

Nintendo

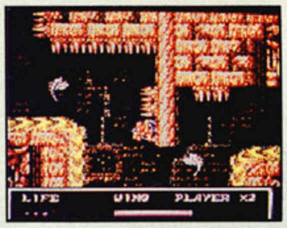
Felix the Cat (Hudson Soft)



Felix, the famous, mischievous cat, is feline fine. In fact, this crazy cat is feeling so good, he's off and running in his very own 8-bit action/adventure.

Available Summer

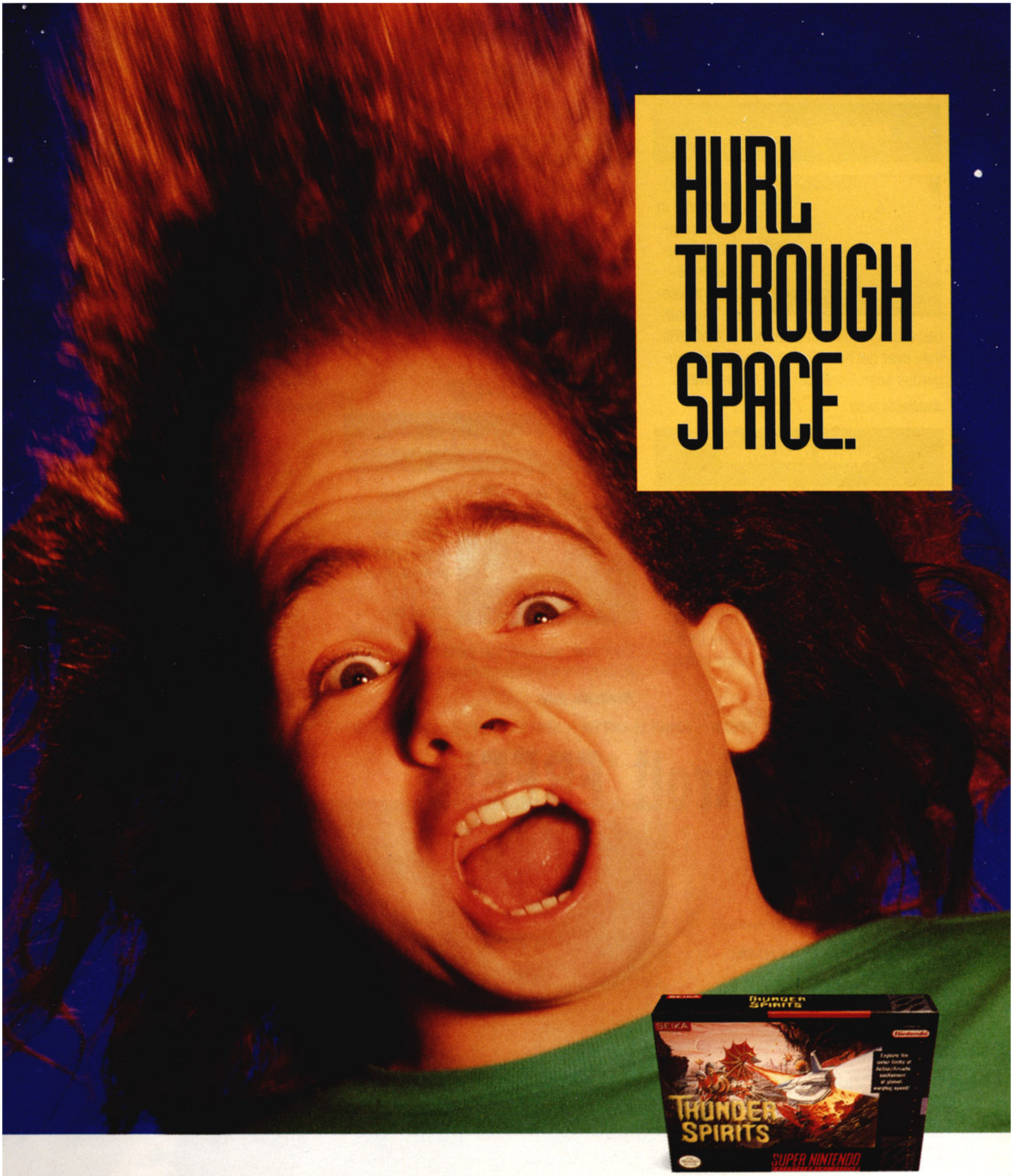
Gargoyle's Quest (Capcom)



Firebrand, Capcom's favorite, little green, fire-breathing Gargoyle, made his first appearance on the Game Boy. Now he's about to make his debut on the NES. To keep his guardian skills in tiptop shape, Firebrand went off to train in the Ghoul Realm. During his absence, a demon swooped in and cloaked the land in "demon darkness." Firebrand must now venture into the dark and destroy the evil. Multiple levels, coupled with a unique blend of action and role-playing elements, will keep you and Firebrand busy for a long, long time.

Available Summer

Continued on page 90.


HURL
THROUGH
SPACE.
THUNDER SPIRITS
SEIKA
Nintendo
THUNDER SPIRITS
SUPER NINTENDO

SCORE
TOP
STAGE

SCORE
TOP
STAGE

It's so fast, it'll make your teeth rattle. So intense, it'll make your toes curl. So action-packed, you'll go rocketing, blasting and splashing your way through 8 stages in this Super NES Action/Arcade classic. It may take facing horrific 3-D creatures and multi-level scrolling. It may take a will of iron and nerves of steel. But you've got what it takes! Even if you have to hurl.

SEIKA

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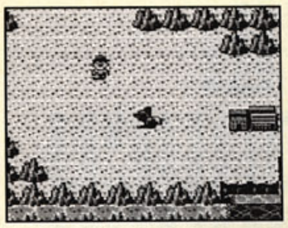
Game Boy

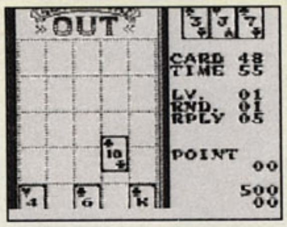
Ninja Boy (Culture Brain)



Jack and Ryu are involved in another combination beat-'em up/role-playing adventure. The pair has crash-landed on a strange planet. Will they ever get home? Only a long and dangerous search will disclose the answer.

Available now

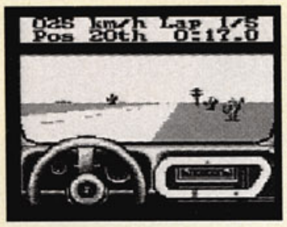
Square Deal (DTMC)



Take lady luck by the hand and test out your card-sharking skills. DTMC's Square Deal is a ten level, two-dimensional Poker game.

Available now

Jeep Jamboree (Virgin)

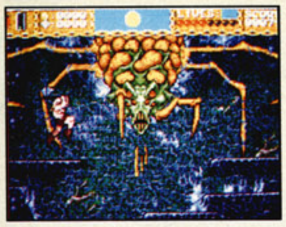


In this exciting, first person, two-player driving simulation cart by Virgin, you can hop behind the wheel of a Jeep and get down 'n' dirty on the 4-wheel racing circuit.

Available September

TurboGrafx-CD

Shape Shifter (Turbo Technologies)

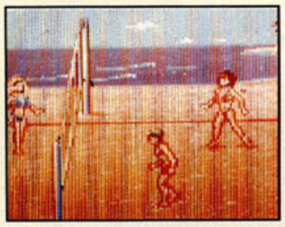


You, Lykos, have been gifted with special shape-changing powers. In an attempt to thwart the evil Dark Ones, you must use these special powers to find your way through 40 amazing levels.

Available July

Lynx

Bikini Beach Jamboree (Atari)



Via a Com-Lynx, up to four people can get in on the fun with this video-sun action. This totally cool, volleyball simulation cart for the Lynx comes complete with boom box-caliber beach tunes!

Available Summer

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QUIT
"A"=SET "B"=CANCEL

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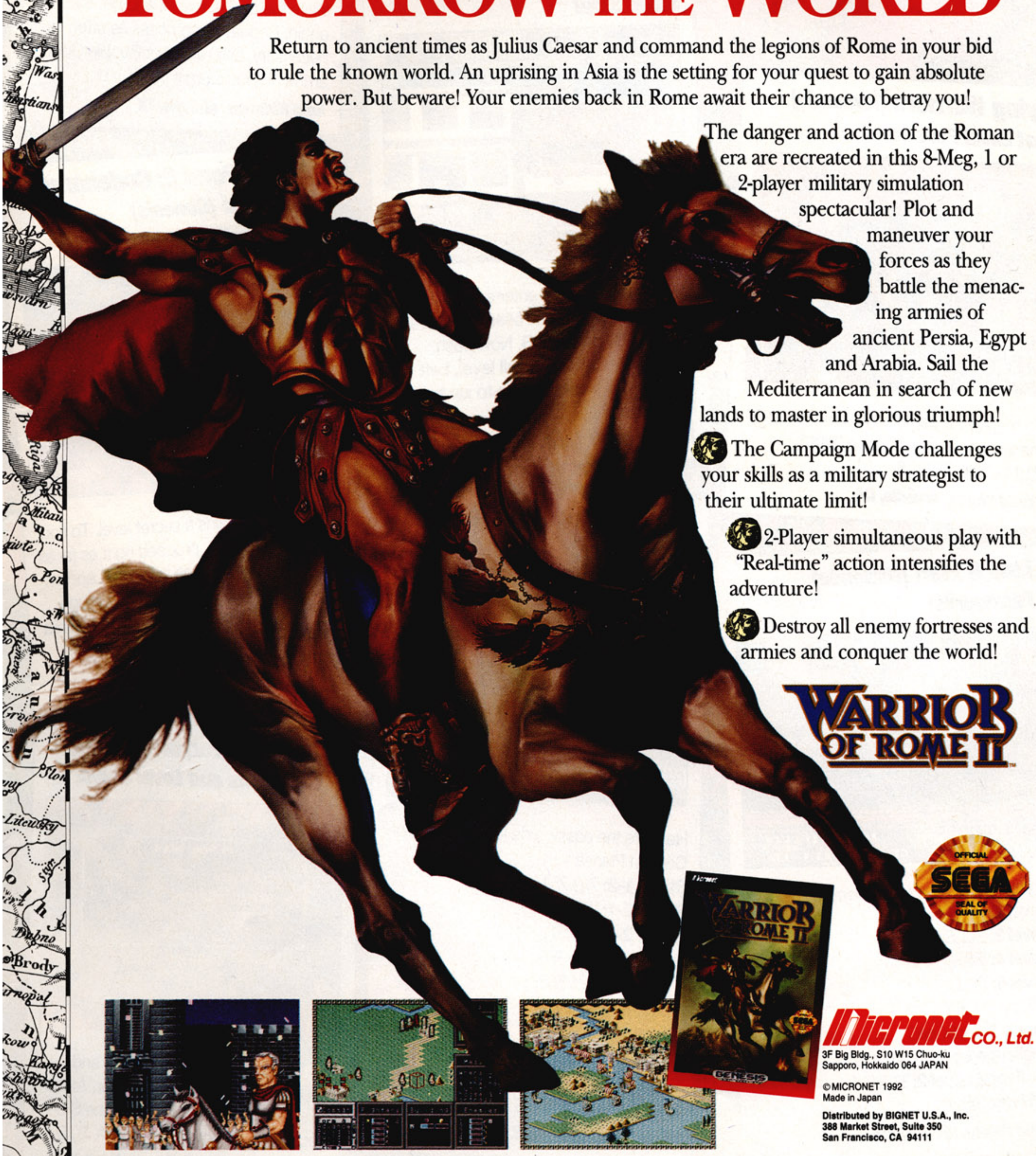
TODAY ROME, TOMORROW THE WORLD

Return to ancient times as Julius Caesar and command the legions of Rome in your bid to rule the known world. An uprising in Asia is the setting for your quest to gain absolute power. But beware! Your enemies back in Rome await their chance to betray you!



The danger and action of the Roman era are recreated in this 8-Meg, 1 or 2-player military simulation spectacular! Plot and maneuver your forces as they battle the menacing armies of ancient Persia, Egypt and Arabia. Sail the Mediterranean in search of new lands to master in glorious triumph!

- The Campaign Mode challenges your skills as a military strategist to their ultimate limit!
- 2-Player simultaneous play with "Real-time" action intensifies the adventure!
- Destroy all enemy fortresses and armies and conquer the world!

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S.W.A.T.PRO

TIPS·TACTICS HOT PASSWORDS
SECRET WEAPONS AND TACTICS

Flying Warriors (Nintendo)

Last Level Password!

RICK
L30 LIFE-274
EN.LIFE-0

To begin your game fully powered-up on the last level, enter this password:

ZL14 CB88 CCCCB

David Chung, Arcadia, CA

Low G Man (Nintendo)

Passwords!

LIFE 00
TIME 144
TOP 100000
CHAPTER1-1A

Try out these Low G passwords.

Level 2: MICH
Level 3: ELLE
Level 4: ISAC
Level 5: BILL
Ending: YES ♥
Sound Test: SONG
Challenge Level 1: MARU
Challenge Level 2: TERU
99 Lives: SHOT

David Chung, Arcadia, CA

Continued on page 94.

Skate or Die 2 (Nintendo)

Stage Skip!

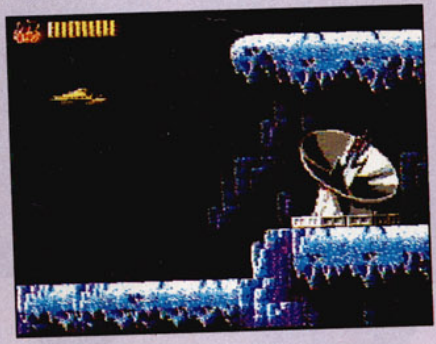
0:00:22
LIFE
AMMO
180 KICKT
PAINT
DUCK

Begin the game and enter any action scene. Then, **on Controller Two press Start, A, Select, and B**. Now push **Right to warp to the Mall level, Left to jump to the Beach, or Up to zip to the Plant level.**

Tony Harris, St. Louis, MO

Captain Planet (Nintendo)

Passwords



Here are the passwords for each level of Captain Planet!

Stage 1-2: 763 754
Stage 2-1: 955 783
Stage 2-2: 637 511
Stage 3-1: 148 574
Stage 3-2: 786 565
Stage 4-1: 920 272
Stage 4-2: 799 274
Stage 5-1: 344 551
Stage 5-2: 829 443
END GAME!: 506 210

Linda Dean, Newark, NJ

QuackShot (Genesis)

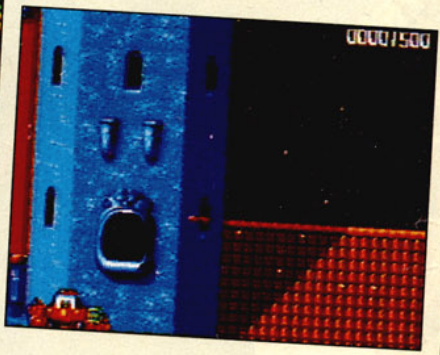
Unlimited Donalds!

Here's how to rack up tons of ducks in QuackShot. Grab the Bubble Gum Blaster in Duckburg, and enter Dracula's castle. Proceed until you reach the first large stack of barrels. Blast the last barrel on the second row to reveal a 1-up. Now leave the castle, return, and get the 1-up again. Repeat this process as often as necessary, and refill your Bubble Gum ammo in Duckburg if you run out.

Sam Kirkman, Abilene, TX

James Pond II: Codename RoboCod (Genesis)

New Level!

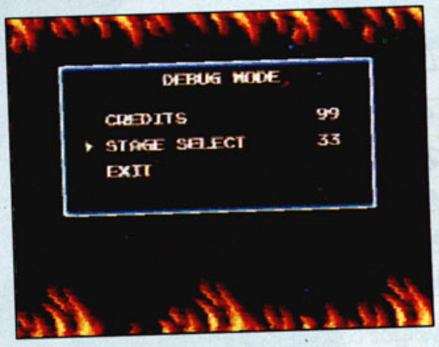


RoboCod contains a secret level. To find this one in Level 1, proceed right as far as possible and climb the building. Land on the far right roof, then walk left through the wall. You'll be warped to a weird area inside the Factory.

Dan Buzza, Wisconsin Rapids, WI

Trampoline Terror (Genesis)

Extra Credits and Level Select



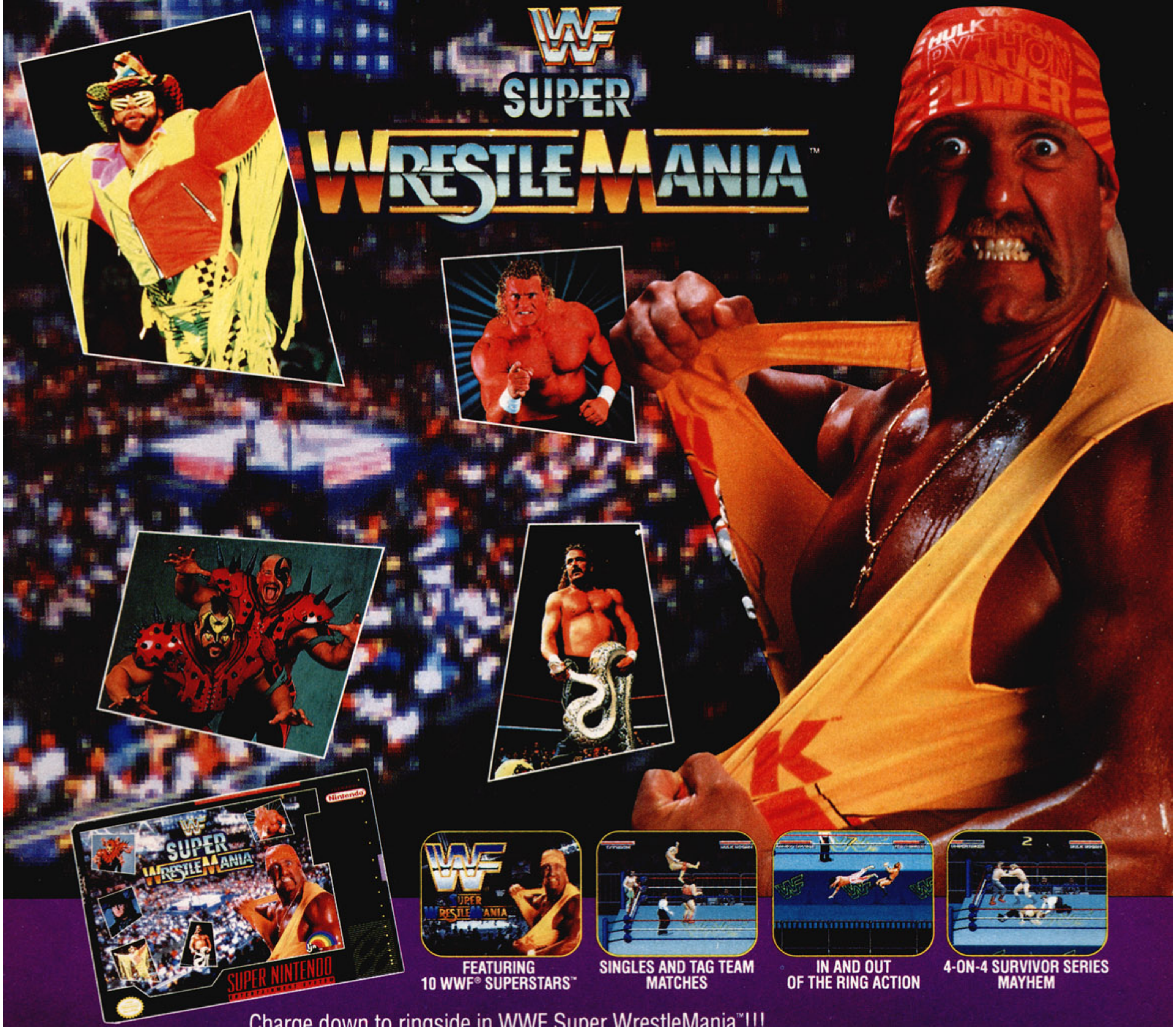
```
DEBUG MODE

CREDITS          99
▸ STAGE SELECT   33
EXIT
```

This trick pumps up your credits and starting level in Trampoline Terror. At the title screen, move the cursor to the Start selection. **Hold down Buttons A, B, C, Up, and press Start.** You'll get 99 credits and a stage select.

Michael Rieg, Medina, OH

SO REAL YOU'LL WISH IT WAS JUST A GAME!

WWF SUPER WRESTLEMANIA™



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You're in command of powerslams that rock the arena, clotheslines that clobber, and atomic suplexes that flatten your foe into submission!

You've got the skill and the bone crushing moves...but do you have the *guts* to become the next WWF champion?

ACTUAL GAME SELECTION SCREENS!

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TIPS·TACTICS
HOT
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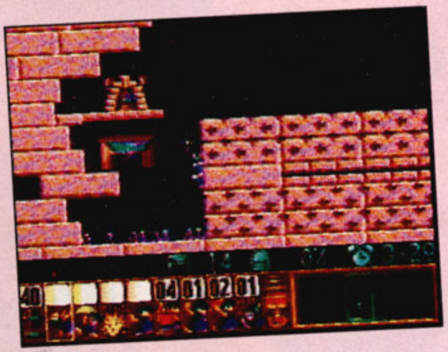
SECRET WEAPONS AND TACTICS

Lemmings (Super NES) Password Collection!



Enter these passwords to choose any SNES Lemmings level!

FUN SKILL LEVEL

Level 1: SRDTPT
Level 2: MJDVLXT
Level 3: ZBHPRLQ
Level 4: GWSXMHK
Level 5: NCDKKWG
Level 6: CKWDRKV
Level 7: HCBSMGV
Level 8: JBKZQGS
Level 9: MMDMKKX
Level 10: SKFKNNB
Level 11: LXNLJCP
Level 12: MTPCTNP
Level 13: PCLSRCP
Level 14: KPMDGXZ
Level 15: TLVKLSW
Level 16: HMHRSDR
Level 17: MFLFHSH
Level 18: QXPKCHB
Level 19: MWRTLNR
Level 20: GMXCWPS
Level 21: KBXNLPB
Level 22: DVJJBGM
Level 23: LGSSCZL
Level 24: MVGDKVX
Level 25: LSQHCQS
Level 26: SXRQMVR
Level 27: PMQJPMX
Level 28: DHBPTWQ
Level 29: BCXLWVV
Level 30: FXWBBSL

TRICKY SKILL LEVEL

Level 1: MGQZMGG
Level 2: LXSFDXB
Level 3: ZRVXBWQ
Level 4: NKVKRTB
Level 5: GJWDHMG
Level 6: DJCQQZT
Level 7: JHSVCQL
Level 8: RCHFGNN
Level 9: BJWVRCQ
Level 10: RFPZFBJ
Level 11: JKJBRMQ
Level 12: MZDCDTC
Level 13: ZVMQKXB
Level 14: ZZRHJPL
Level 15: JFLKJPX
Level 16: JQXRNGJ
Level 17: WFVBVJP
Level 18: KWVBVJP
Level 19: TTKLKZT
Level 20: NNFFQPV
Level 21: ZNXBKMP
Level 22: QSLQWTJ
Level 23: BGFVMFR
Level 24: PQZWDKM
Level 25: SBCMSJS
Level 26: BDGQRNX
Level 27: XPPBQWL
Level 28: JHQSPRH
Level 29: GCLKJMQ
Level 30: SRWGXZM

TAXING SKILL LEVEL

Level 1: PQFPTBP
Level 2: HPLHRXL
Level 3: CPZRSRV
Level 4: SMSWSPW
Level 5: DXCQKRX
Level 6: MDGMJLV
Level 7: WZWSDMK
Level 8: HZBCFQM
Level 9: SPRPVHR
Level 10: BWCBKXJ
Level 11: WRFVJDL
Level 12: GGBCXXS
Level 13: TTXQXQL
Level 14: DCBBWNH
Level 15: WCBLDQX
Level 16: PFVFXCR
Level 17: NKVCKDN
Level 18: QPDDJFB
Level 19: QBGBPSW
Level 20: JLXJWNW
Level 21: JLHFSRF
Level 22: WCLJNNK
Level 23: LVFHHMM
Level 24: MHNNCPC
Level 25: RNMKXLP
Level 26: XZZSDDN
Level 27: BBTSGZC
Level 28: LXFLJPX
Level 29: QKZVKFT
Level 30: WFCSHNT

MAYHEM SKILL LEVEL

Level 1: XNMTWVD
Level 2: KDTJQQR
Level 3: VNTGWRB
Level 4: SQDLCRR
Level 5: JHQTCPD
Level 6: RQXNVNP
Level 7: CBWMMLG
Level 8: LCVDQWL
Level 9: KDHWTJL
Level 10: GVNKKJL
Level 11: DXCDGNH
Level 12: GWJTPLW
Level 13: LNZNHWM
Level 14: MZXZKZC
Level 15: RWLTTCQ
Level 16: LGJCRKM
Level 17: SQXKBZN
Level 18: WXTBWCB
Level 19: NPKNRKV
Level 20: PZQWRGP
Level 21: DZTHVNL
Level 22: RMDTBFQ
Level 23: FCSLSPK
Level 24: RNHQXVM
Level 25: LTGNDXH
Level 26: LHLTDDV
Level 27: HCBBKHV
Level 28: MWLGVQJ
Level 29: GSPQCRQ
Level 30: ZTTGRFH

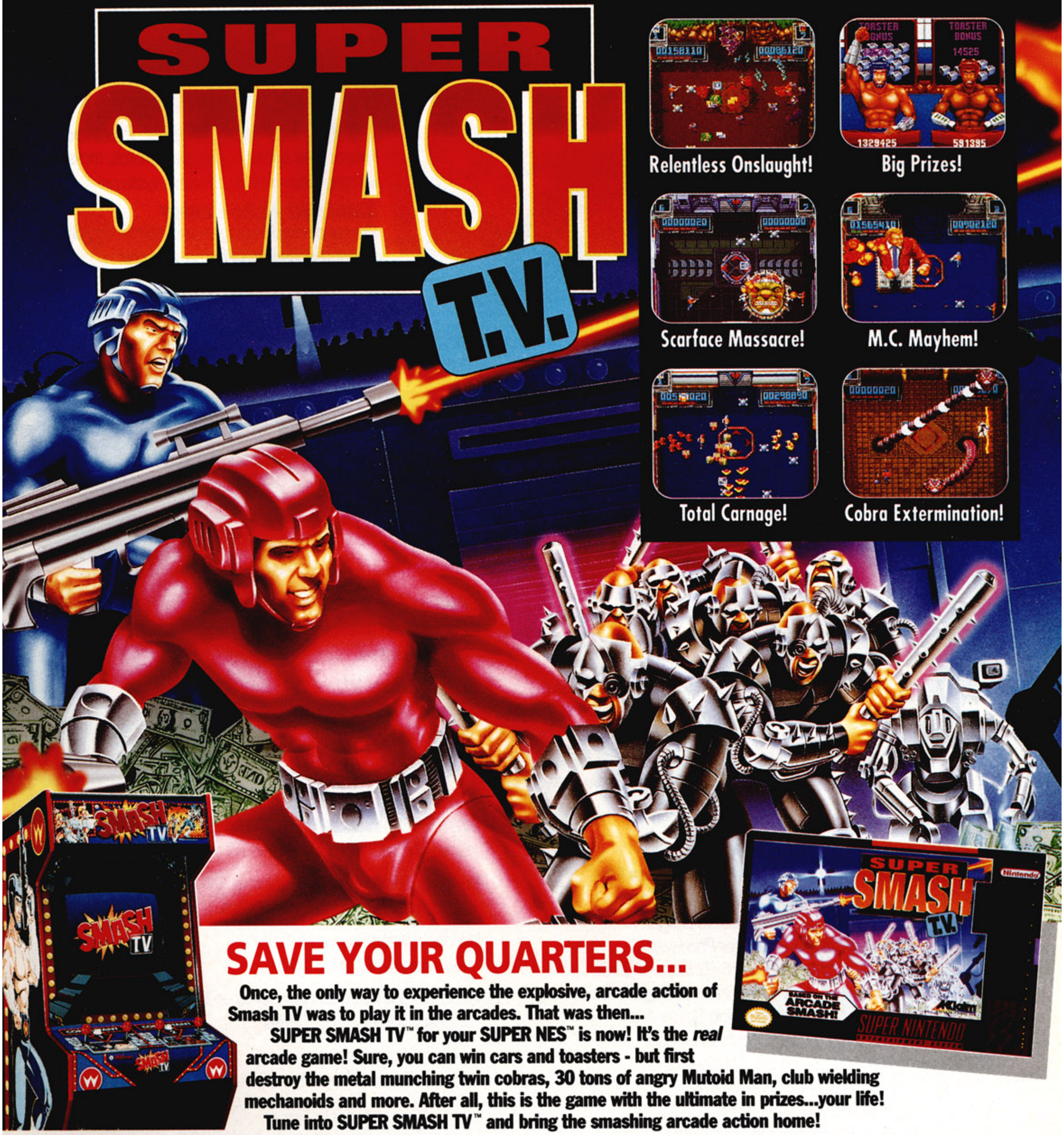
SUNSOFT SKILL LEVEL

Level 1: TPCWFMP
Level 2: WSJCLDX
Level 3: PVNRCMV
Level 4: HZSQQNV
Level 5: KCGHCNC

Norman Dwight, Wausau, WI

Continued on page 98

BRING THE HIT ARCADE GAME HOME!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SUPER NINTENDO

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SUPER SMASH TV™ for your SUPER NES™ is now! It's the *real* arcade game! Sure, you can win cars and toasters - but first destroy the metal munching twin cobras, 30 tons of angry Mutoid Man, club wielding mechanoids and more. After all, this is the game with the ultimate in prizes...your life!

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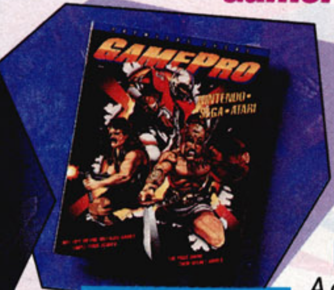

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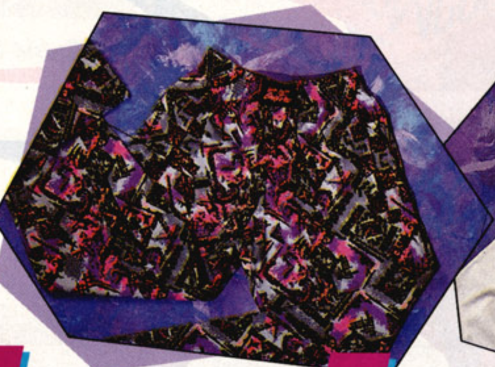

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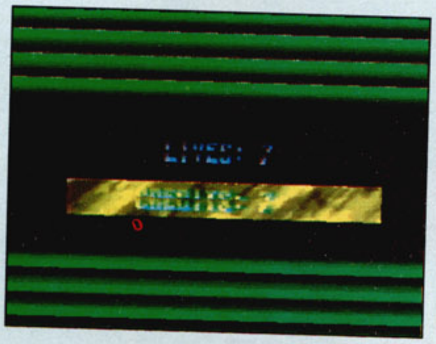
SWATPRO

TIPS • TACTICS • HOT PASSWORDS

SECRET WEAPONS AND TACTICS

Super Smash T.V. (Super NES)

Bonus Credits!



LIVES: 7
CREDITS: 7

Here's a code to add seven extra lives and seven extra continues to your Smash T.V. arsenal! Bring up the one or two-player selection screen. Next, **press Down, L, R, and Up.** You'll then enter a special option screen. Now pump up your credits!

Clyde Diskin, Amarillo, TX

Dragon Crystal (Game Gear)

Speed Up!

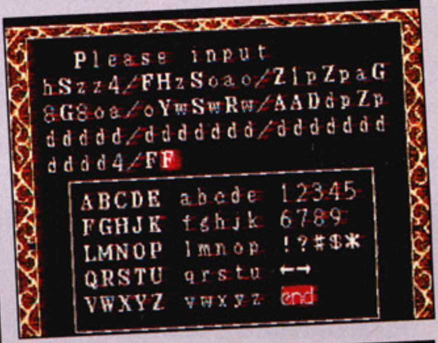
HP 100
WHAT SHALL I DO?

This trick speeds up Dragon Crystal's game play. **At the beginning of Level 1, press Start and hold it down** to make the game move faster.

John Consolazio, New York, NY

Ys III (TurboGrafx-CD)

Final Password!



```
Please input
hSzz4/FHzSoao/Z1pZpaG
8G8oa/oYwSwRw/AADdpZp
ddddd/ddddddd/ddddddd
dddd4/FF
```

ABCDE abcde 12345
FGHJK fghjk 6789
LMNOP lmnop !?#$*
QRSTU qrstu ←→
VWXYZ vwxyz end

PLAYER
ENEMY
HP 221 EXP 65535 RING 255 GOLD 11221

Here's an Ys III password which arms you with all the fire power you need to take on Demanicus:

hSzz4/FHzSoao/Z1pZpaG
8G8oa/oYwSwRw/AADdpZp
ddddd/ddddddd/ddddddd
dddd4/FF

Rod Forsberg, Calmar, CAnada

SimCity (Super NES)

Instant Cash!

INFORMATION

Here's how to rake in tons of funds in SimCity. Unload all your money, set the tax rate at zero, and wait until the end of the year. When **the Budget Screen appears, hold down the L Button and exit the screen.** Quickly re-enter the Budget Screen (while still holding L) and boost all your funding levels to 100%. Eureka, $999,999 is yours!

Rey Vasquez, Vallejo, CA

Nintendo World Cup (Game Boy)

Passwords

Nintendo
WORLD CUP
TM
©1991 TECHNOS JAPAN CORP.
©1991 NINTENDO

Here's how to play in any World Cup (GB) match with any team. First enter three digits in your password for the match number, then enter two more digits for a team (use the charts below). For example, to play in the fourth match as the Italy team, enter 53033.

MATCH SELECT

Match #2: 224
Match #3: 033
Match #4: 530
Match #5: 363
Match #6: 172
Match #7: 429
Match #8: 561
Match #9: 513
Match #10: 971
Semi-Final: 086
Final Match: 016

TEAM SELECT

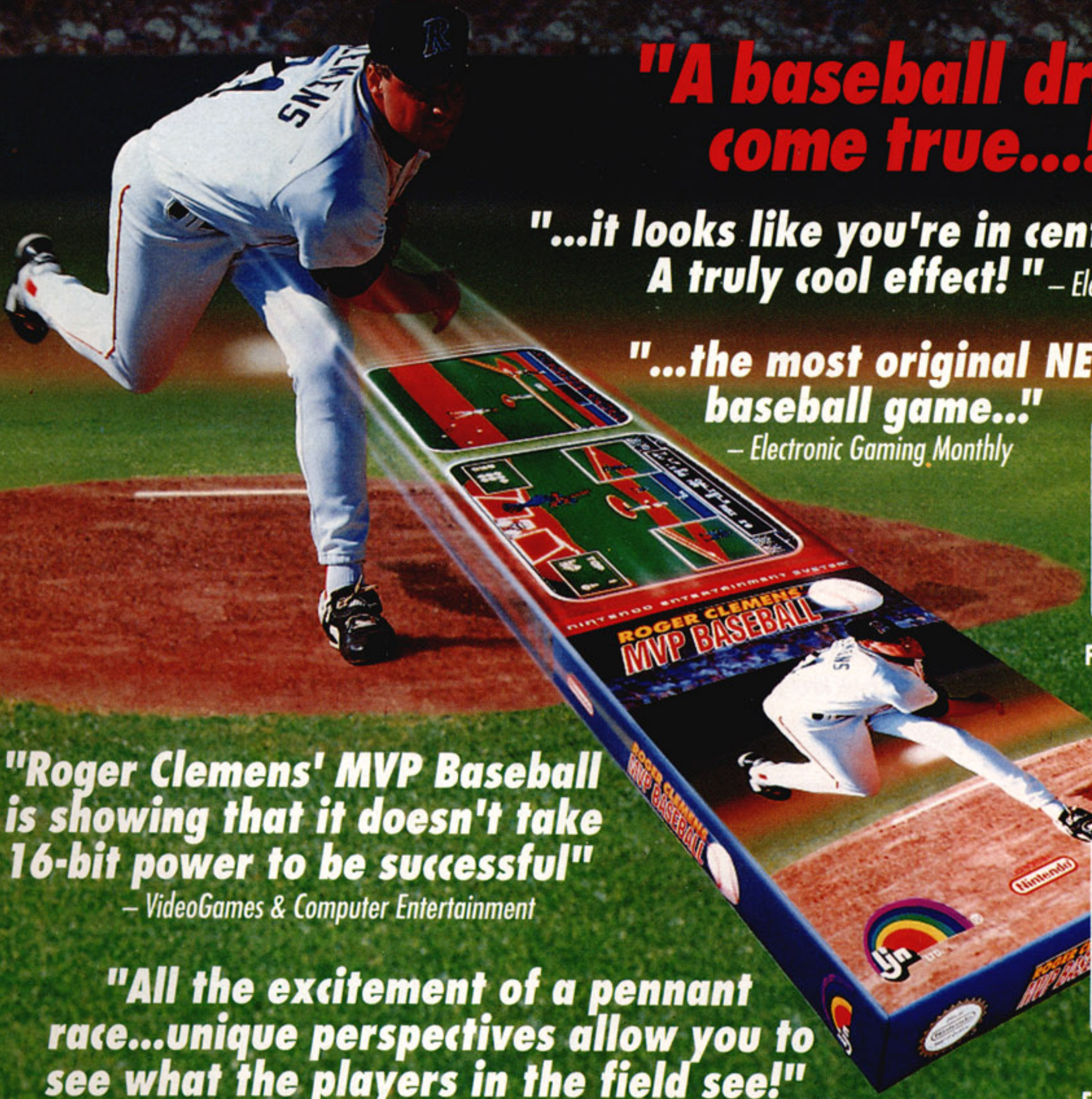
Argentina: 62
Italy: 33
Brazil: 51
Spain: 38
Germany: 13
U.S.A.: 31
Holland: 41
Mexico: 72
England: 45
Japan: 59
France: 26
Cameroon: 54
U.S.S.R.: 17

Jano Brain, Lincoln, MA

continued on pag

"...step up to the plate..." – Game Pro

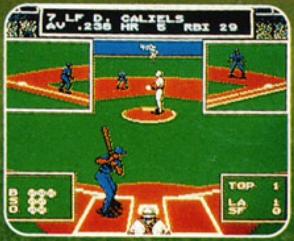
ROGER CLEMENS' MVP BASEBALL



"A baseball dream come true...!" – Nintendo Power

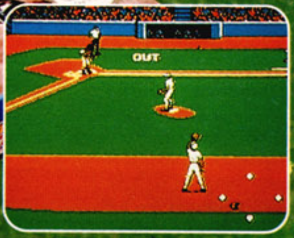
"...it looks like you're in center field. A truly cool effect! " – Electronic Gaming Monthly

"...the most original NES baseball game..." – Electronic Gaming Monthly



FEEL THE HEAT with the best NES™ baseball game!

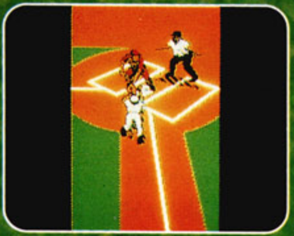
"Roger Clemens' MVP Baseball is showing that it doesn't take 16-bit power to be successful" – VideoGames & Computer Entertainment



OVER-THE-SHOULDER-FIELDING: The most realistic perspective ever!

"All the excitement of a pennant race...unique perspectives allow you to see what the players in the field see!" – Nintendo Power

Game players everywhere agree: Roger Clemens' MVP Baseball's over-the-shoulder perspective, close-up shots of close plays and pitching tips from "The Rocket " himself capture all the realism and excitement of live baseball! Feel the Heat!



CLOSE-UP PLAYS AT THE BASE: players control the slide and tag.

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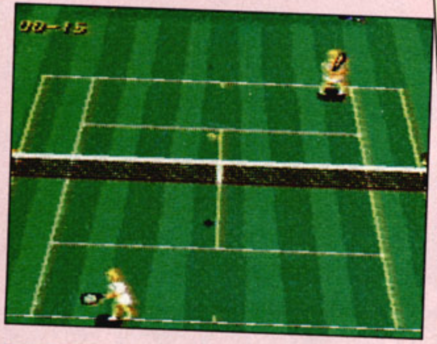
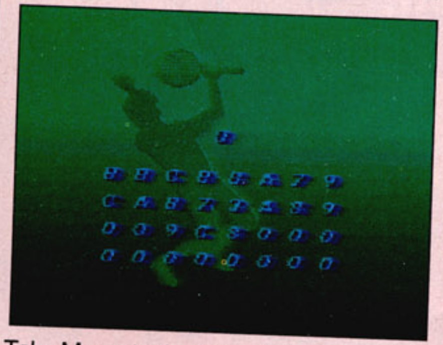
TIPS·TACTICS

Super Tennis (Super NES)

Championship Password!





Take Meyer to the New York finals with this password:

4IH7Z7M CSYP6X
QVK9NPY GR6C29C
G9VHJSV K8XD3HR
FTLVRSK ZST

Rod Forsberg, Calmar, CAnada

Burning Force (Genesis)

Ten Lives!

1450
80000
X10

To earn ten lives per continue in Burning Force, **enter B, A, B, A, A, C, A, and A** at the opening Start/Options screen.

Hale Furlong, Ann Arbor, MI

Bill & Ted's Excellent Video Game Adventure (Game Boy)

Phone Codes!

GREETINGS! MY EXCELLENT FRIENDS

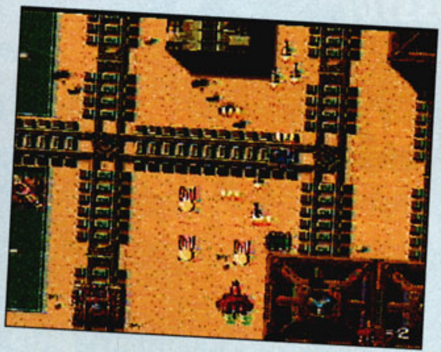
Dial in these passwords to buzz your way to any Bill & Ted level.

Level 2: 555-4239
Level 3: 555-6767
Level 4: 555-8942
Level 5: 555-4118
Level 6: 555-8471
Level 7: 555-2989

Jack Krueger, Los Angeles, CA

Raiden (TurboGrafx-16)

Secret Power-Ups!

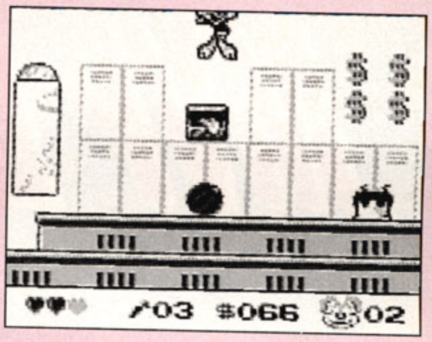


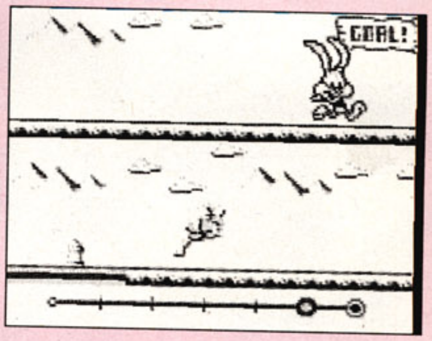
Midway through Raiden's Level 1, touch the fairy in the trees. The next time you crash, the fairy will reappear and restore most of your power-ups. Also, **when you lose and the Continue Countdown screen appears, press Run when the timer hits zero** and you'll continue with a power-up bonanza.

Luis Nakano, Puerto Rico

Tiny Toon Adventures (Game Boy)

Unlimited Lives!





You can easily stock up as many lives as you need in Tiny Toon Adventures Level 1 for the Game Boy. Jump into the first inverted tree stump of Level 1's second section. Then enter the bonus room and play the Race Game. Choose Sweetie Bird as your opponent, and pay the $10 entrance fee.

Beat Sweetie for a 1-up! Keep racing Sweetie for tons of lives. If you run out of cash, leave the race and let your Toon die. Replay the level, snag more bucks, and keep racing Sweetie for as many lives as you want!

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GATES TO ANOTHER WORLD...

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might & magic II
Gates to Another World
Sammy
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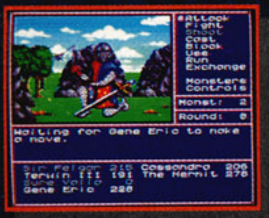
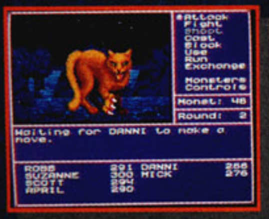

Attack
Fight
Shoot
Cast
Block
Use
Run
Exchange
Monsters
Controls
Monst: 2
Round: 8

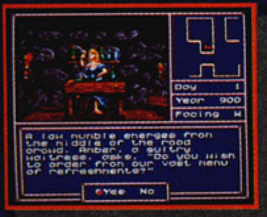
Waiting for Gene Eric to make a move.

Sir Felgar 215 Cassandra 206
Terwin III 191 The Hermit 278
Sure Valla 0
Gene Eric 228


Attack
Fight
Shoot
Cast
Block
Use
Run
Exchange
Monsters
Controls
Monst: 48
Round: 2

Waiting for DANNI to make a move.

ROBB 291 DANNI 288
SUZANNE 300 MICK 276
SCOTT 294
APRIL 290


Day 1
Year 900
Facing W
Yes
No

A low rumble emerges from the middle of the road crowd. Amber, a sultry waitress, asks, "Do you wish to order from our vast menu of refreshments?"

MIGHT & MAGIC II:

Gates to Another World!

Step boldly through the Gates to Another World! Terror grips the Land of Cron, as law and order crumple way to barbarism and sorcery! Venture forth to solve the dark enigma that shrouds Cron, before the tales of doom and destruction come to pass!

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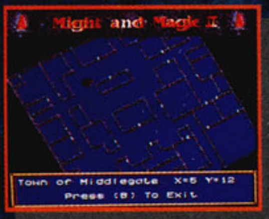
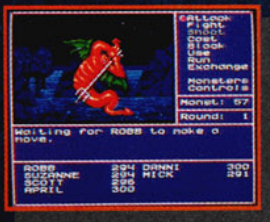
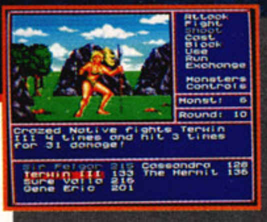

Might and Magic II

Town of Middlegate X=5 Y=12
Press (B) To Exit


Attack
Fight
Shoot
Cast
Block
Use
Run
Exchange
Monsters
Controls
Monst: 57
Round: 1

Waiting for ROBB to make a move.

ROBB 294 DANNI 300
SUZANNE 294 MICK 291
SCOTT 296
APRIL 300


Attack
Fight
Shoot
Cast
Block
Use
Run
Exchange
Monsters
Controls
Monst: 6
Round: 10

Crazed Native fights Terwin III 4 times and hit 3 times for 31 damage!

Sir Felgar 215 Cassandra 128
Terwin III 133 The Hermit 136
Sure Valla 216
Gene Eric 201

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Sammy

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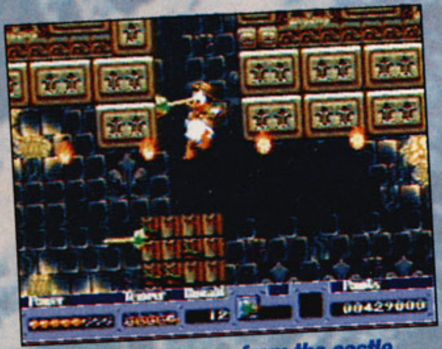
GENESIS

GAME BUSTERS

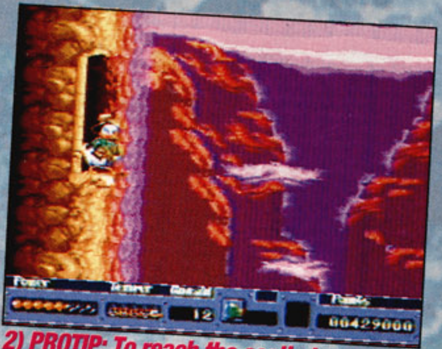
QUACKSHOT

By Andromeda

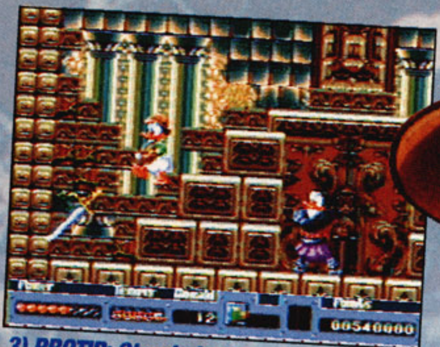
Everyone knows Donald Duck's got a temper. Just the same, it's still tough to beat the last boss in Quackshot, especially when you're not toting anything more powerful than a Plunger and a Bubble Gun. If you can keep from quacking up, we'll show you how to waddle straight to the end of the game.



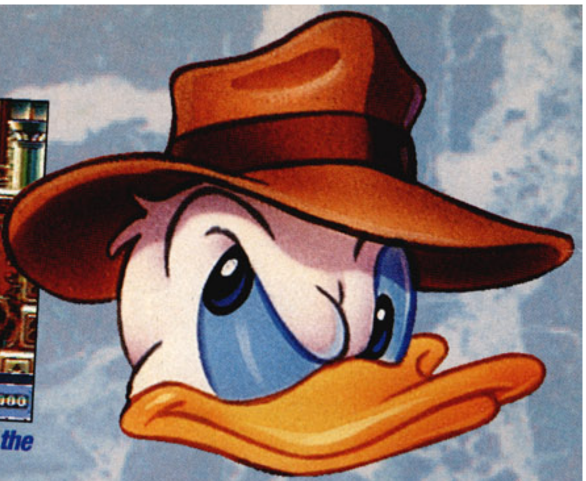
1) PROTIP: To escape from the castle, stand on top of this moving wall section. Fire plungers onto the wall, and jump for your life! When you reach the top, exit stage right.

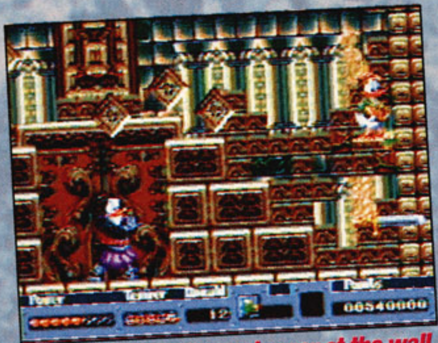


2) PROTIP: To reach the castle tower and the climactic battle, Donald has to make a leap of faith. Just jump and magic platforms appear. Now you're face to face with a knightly duck. All that stands between Donald and the treasure is a little sword-to-plunger combat.

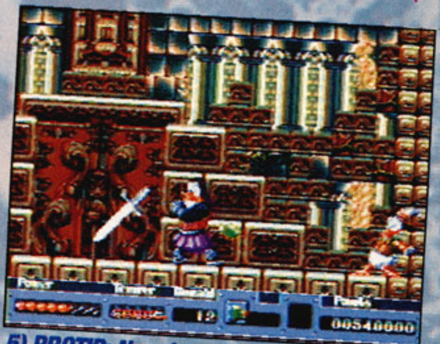


3) PROTIP: Stand above and a little to the left of Sir Duck. This cons the old boy into tossing his sword, even though you're out of range.

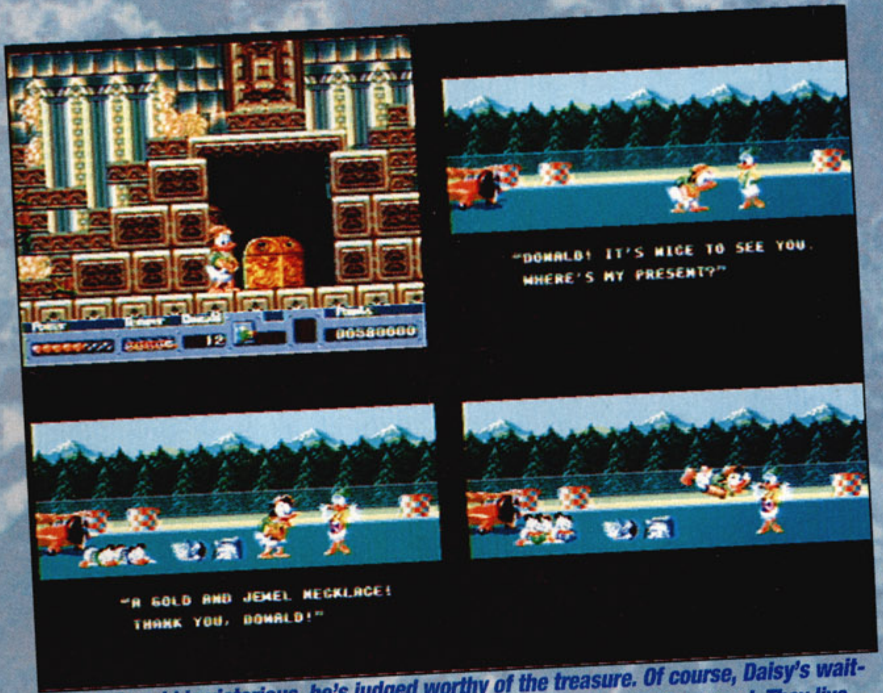




4) PROTIP: Now fire a plunger at the wall to your right. Jump on the plunger and you won't get hit by falling blocks.



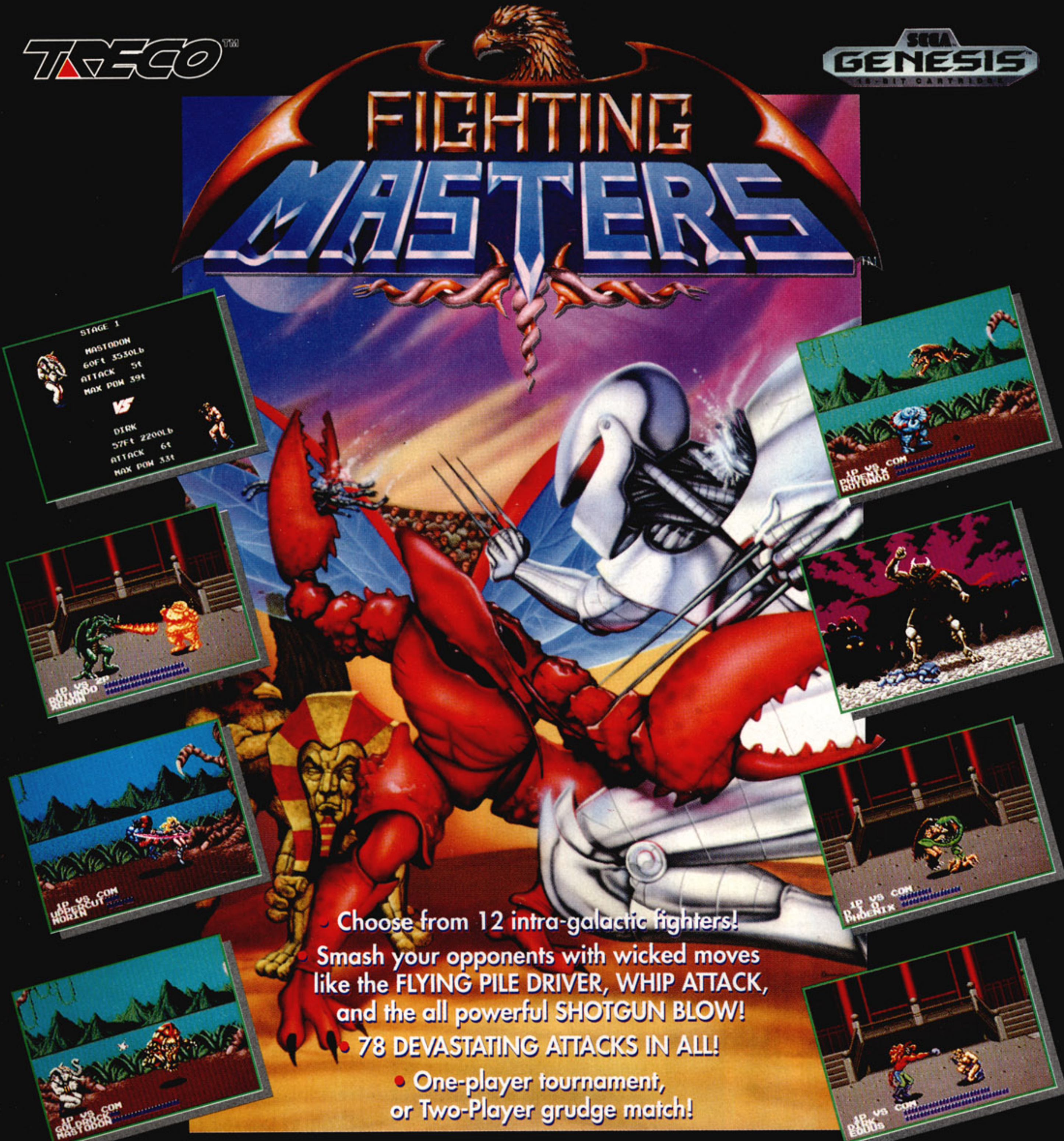
5) PROTIP: Now jump to the ground and fire until the duck knight's sword reappears. Repeat this procedure until Sir Duck is done for. It takes about 12-15 hits to can this metallic mallard.



"DONALD! IT'S NICE TO SEE YOU. WHERE'S MY PRESENT?"

"A GOLD AND JEWEL NECKLACE! THANK YOU, DONALD!"

6) Once Donald is victorious, he's judged worthy of the treasure. Of course, Daisy's waiting for her part of the loot. When she gets the goods, Donald gets his reward. They live happily ever after...or, at least until Donald flies south for the winter.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MAX POW 39t
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1P VS COM PHOENIX
1P VS COM GOLDROCK MASTODON
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Name: ______________________ Age: ______________________

Address: ______________________

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ASK THE PROS

Nintendo

Tiny Toon Adventures

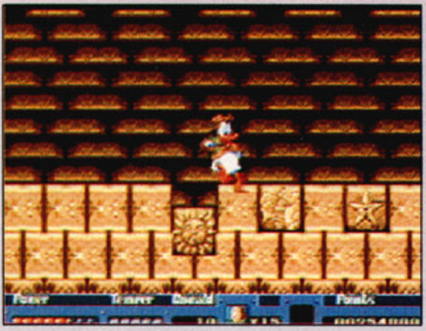
Dear ASK THE PROS,
I'm having trouble dealing with Captain Claw in Level 3 (the Pirate Ship) of Tiny Toon Adventures for the NES. Any advice?
Brandon Roy, Hempstead, NY

Dear Brandon,
Use Dizzy Devil to jump on the Captain's head. Then wait for the Captain's wheelbarrow to roll your way. To defang Claw, spin underneath the wheelbarrow and repeat this process three times.

Genesis

Quackshot Starring Donald Duck

Dear ASK THE PROS,
I'm stuck on Quackshot's Egypt level. How can I avoid being squashed by the falling wall?
Jesus Arroyo, Rio Piedras, Puerto Rico



Donald ducks the wall in Egypt.

Dear Jesus,
Read Goofy's scroll and use its tip to survive the wall. Leap on the Sun, then on the Moon, and then on the Star block. The wall will rise and you can keep moving unharmed.

Faery Tale Adventure

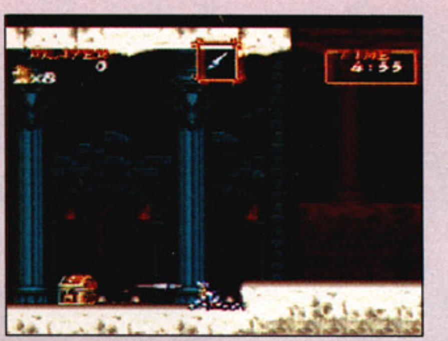
Dear ASK THE PROS,
Like the mayor told me to, I've rescued the princess in Faery Tale Adventure, but I still haven't located the fourth Golden Statue. Where is it?
Angela Barry, Frostburg, MD

Dear Angela,
Look for the statue in Hemsath's Tomb. From the tomb's entrance, go right, follow the hallway south, and then hang a left into the labyrinth. Keep an eye out for a series of hidden doors, which will lead you to the fourth Golden Statue!

Super NES

Super Ghouls 'n Ghosts

Dear ASK THE PROS,
I completed Super Ghouls 'N Ghosts once, but now I'm told I must play through a second time and find Guinevere's Bracelet to win. How can I acquire the Bracelet?
Richard Dwyer, Grand Rapids, MI



Pop open the final power-up chest to uncover Guinevere's Bracelet!

Dear Richard,
Remember the weapon power-up procedure you used in Super Ghouls? Well, grab the final item in the power-up chain, the Sun Shield, and the next treasure chest you uncover will contain Guinevere's Bracelet. This works on any game level during your second go-through! Make sure you don't change weapons. Hang onto the Bracelet for the final battle with Sardius. (Bonus Tip: When the going gets rough in the later levels, stand still and the Sun Shield will absorb three hits.)

Game Boy

Terminator 2

Dear ASK THE PROS,
I'm having trouble completing Level 2 in Terminator 2 for the Game Boy. Where's the T-800?
Jake Yeries, Oxford, IA

Dear Jake,
Progress to the end of the level and you'll find six doors. Wait for the T-800 to appear. Then follow him when he leaves through one of the doors. You'll be transported directly to Level 3!

Metroid II: The Return of Samus

Dear ASK THE PROS,
I'm trying to track down an item in Metroid II, specifically the Varia. Where can I find this powerful body suit?
Adam Pratt, West Valley City, UT

Dear Adam,
In Area 3, walk left from the second Save Platform. When you reach the water section, use your Spider Ball to maneuver through the tube. You'll come to a room filled with orbs. Blast the orb in-between the two blocks and Varia's yours!

Ask the Pros Q&A

Direct your letter to ONE of of our three "Ask the Pros" departments: Current, for recent releases; Classics, for oldie-but-goodie stumpers; and General, for pro-to-pro advice, trivia, and technical queries. We'll try to print a mix in each issue. If your letter is published, you'll get a free GAMEPRO Super Shirt.

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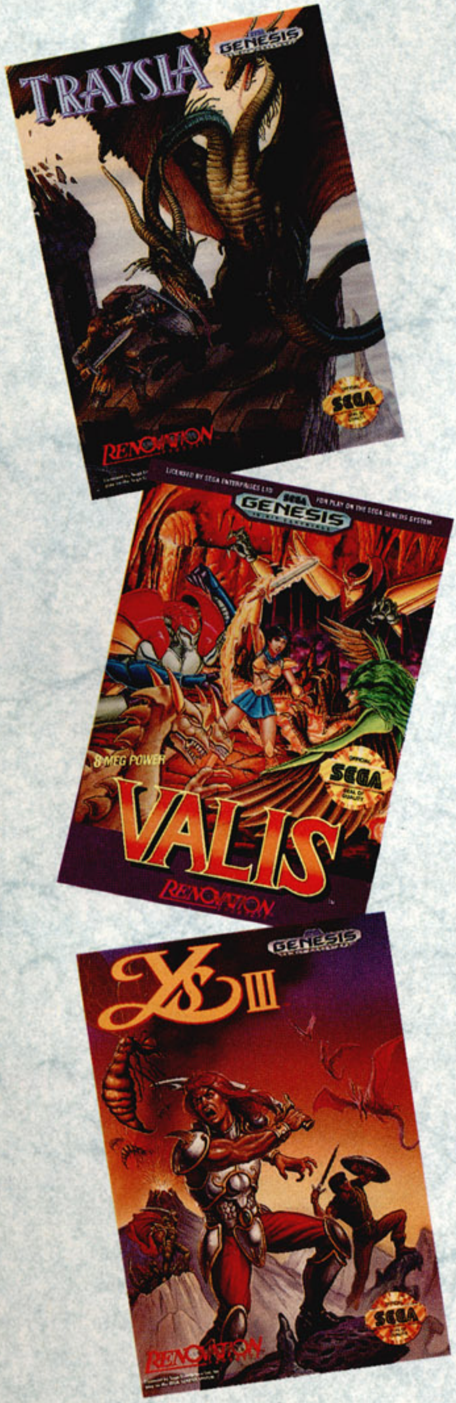
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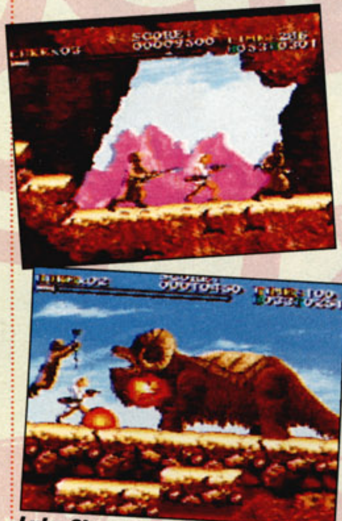
PRO NEWS Report

Lucasfilm Demos Star Wars for Super NES

Lucasfilm's preliminary Super NES **Star Wars** cart knocked our collective socks off with its all-new game play, which follows the movie's plot line to a tee.

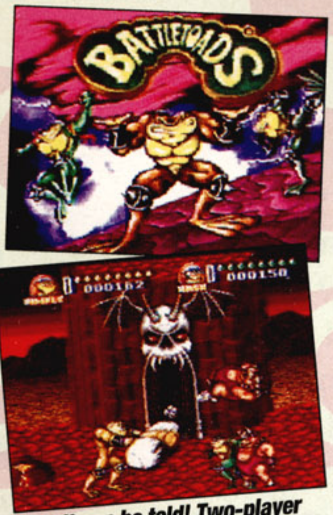
We saw beautiful graphics in the side-view, light sabre fighting scenes, and three-dimensional land speeding on Tatooine. One-player assumes the role of Luke, and can team up with Han Solo or Chewbacca later in the adventure. We heard a remastered theme song, which is an eery authentic replica of the movie's actual music. Look for Star Wars to use the SNES Force in October, and keep it tuned to GP for up-to-the-minute info and photos!



Luke Skywalker storms the Super NES!

Battletoads Hop into Super NES, Arcades

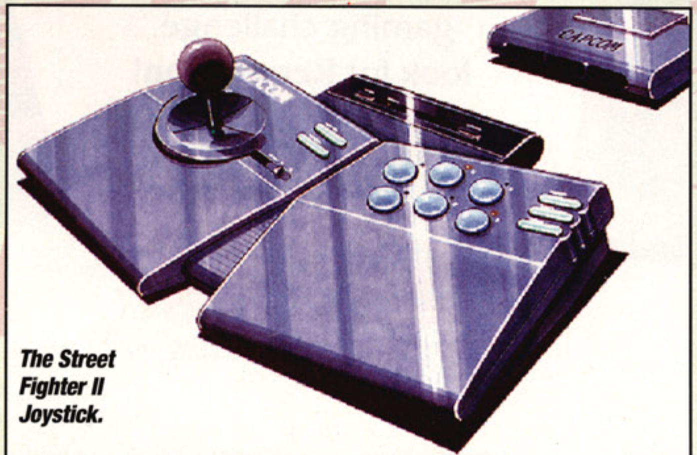
Tradewest's toad programmers are still locked in their development labs, but two top-secret projects have finally been declassified. Rash, Zitz, and Pimple are gearing up for an all-new, barnstorming, **Battletoads** adventure on your Super NES. That's not all! Video gaming's premier skin diseases know the waydigo is arcade, and a coin-op's on the way, too! No release dates are set for either product, but we'll keep you posted with Battletoads updates.



Now it can be told! Two-player Battletoads SNES action is coming from Tradewest.

Street Fighter II Joystick

Look out Street Fighter fanatics. **Capcom's** got a **joystick** coming your way that's designed for use with **Street Fighter II** for the **Super NES**. Although the unit will work with 8 and 16-bit systems, it's specifically designed to help you deal with the complex set of moves you need to master to win in Street Fighter II. In fact, the Competition Joystick was designed "to meet the needs of Street Fighter II players," says Joe Morici, Capcom's Senior Vice President. The name of this joystick game is building a stick that gives you that old arcade feel. The stick, which will be available at the same time as the SNES Street Fighter cartridge (July), features six action buttons, 8-way joystick control, and three rapid-fire turbo buttons. Although the stick was designed with Street Fighter in mind, Capcom's betting that it's going to become your stick of choice for all your game playing. We'll have a full review on the joystick in an upcoming issue.



The Street Fighter II Joystick.

Street Fighter II Tournament Winners!

The results are in! **Capcom U.S.A.'s California Street Fighter II Tournament**, which was held in late December '91 and early January '92, raged in the San Francisco area, rumbled in San Diego, and concluded with a grand champion who took home a Street Fighter II coin-op machine! The semifinals in Milpitas, December 15th 1992, qualified eight World Warriors for the next round. Capcom flew the 'Cisco group to La Jolla to meet the survivors of the southern semifinal.

The championship tournament was an all-day nerve-racker, filled with shocking upsets, incredible victories, and Guile Flash Kicks. The top eight Grand Finalists entered the Expert Tournament, which forced each player to test his or her knowledge of all Street Fighter II's characters. When the dust settled, Tony Tsui won the SF II machine and his runner-up, Tommo Ohira, claimed a Super NES, three Capcom carts, and $200 cash! High-ranking novice and advanced players also won SNES systems, games, cash, posters, tee shirts, music CDs, and video tapes. Future tournaments based on the Street Fighter II: Champion Edition machine are in the works from Capcom. We'll be right there if and when it happens!

Street Fighter II Champs!

Seta Spins Wizard's Oz Magic

Seta U.S.A. has announced plans to market a line of games based on the classic **Wizard of Oz** movie. The first product is scheduled for a **Super NES** release in early 1993, and other carts are in the works. As one of the fable's four heroes (Dorothy, the Cowardly Lion, the Scarecrow, or the Tin Man) you meander down the yellow brick road in search of the Wizard. And yes, a SNES rendition of Somewhere Over the Rainbow is in the works.

Continued on Page 108.

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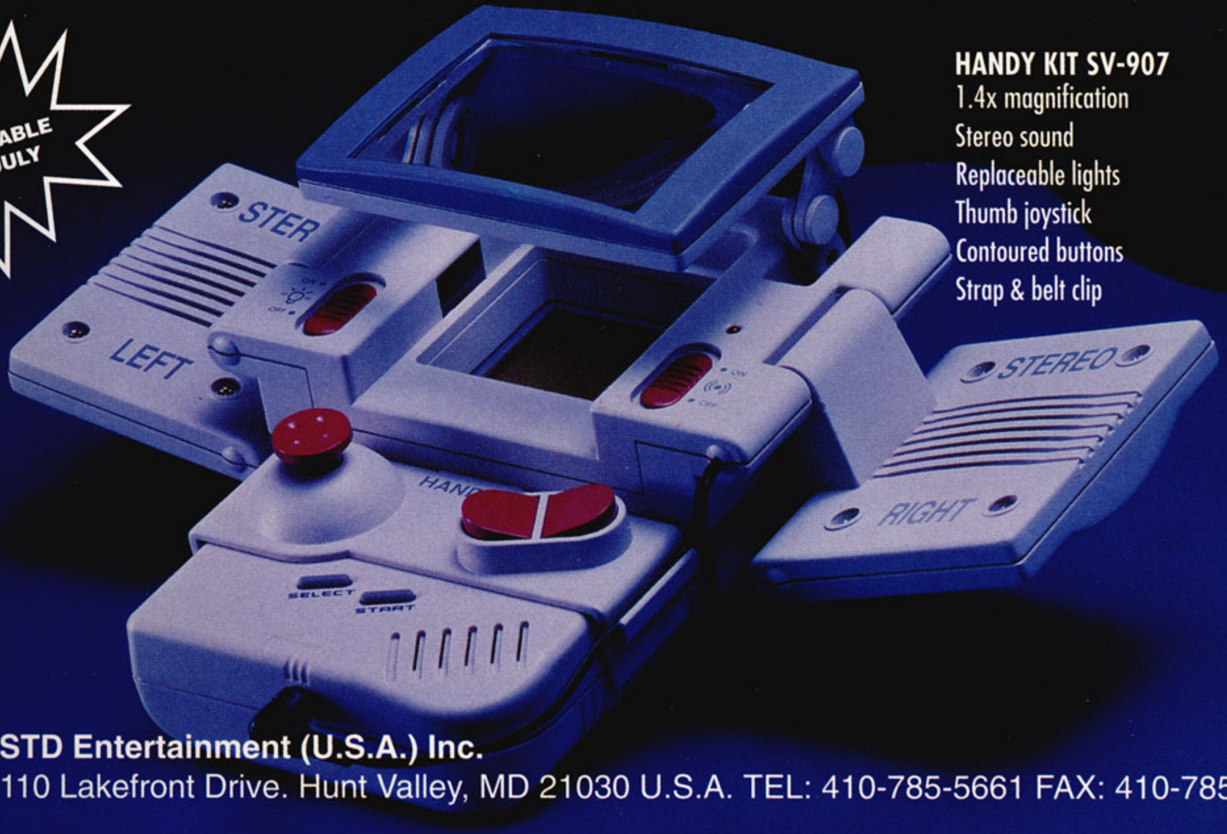

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Seta invites you, the GamePro readers, to invent some great ideas for the Wizard of Oz's game play! If you have any suggestions for Seta, please write to:

Seta U.S.A., Inc.
Wizard of Oz
105 East Reno Ave., Ste 22
Las Vegas, NV 89119

Injunction Blocks Accolade's Genesis Software

In a decision which could have repercussions on the entire electronic software industry, **Sega Enterprises, Ltd.** was granted a preliminary injunction barring **Accolade, Inc.** from selling Genesis game cartridges.

San Francisco's federal district court ruled in favor of Sega's claim that Accolade infringed on Sega's software copyrights. Sega contends that Accolade games caused a message to appear onscreen which states, "Produced By or Under License From Sega Enterprises, Ltd."

Accolade immediately filed an appeal. The company argues that its programmers must "reverse engineer" Genesis games in order to make them function on the machine. This process requires usage of Genesis language code lines. According to Accolade, this does not conflict with Sega's trademarks.

If the ruling is ultimately upheld, the consequences could be far-reaching. Accolade states that unlicensed software companies utilize the reverse engineering method when developing products for all formats, including video game systems and personal computers. A final ruling in favor of Sega could set a legal precedent which would require publishers to be licensed by hardware manufacturers, whom they would have to pay to produce software.

A Day At the Races

Bill Elliott and Capcom's NASCAR Challenge winners.

Jason Miller, 16, of Armuchee, GA was the lucky winner of **Capcom's Bill Elliott's NASCAR Challenge contest**. The four top winners of the contest received an all expense paid trip to the 1992 Daytona 500, where they attended the race and even got in a little NES playtime with Bill Elliott. In the final play-off between the four lucky winners, Jason aced out the competition and scored a new 1992 Ford Thunderbird Super Coupe!

Stardate 1992

In a joint announcement, **Sega** and **Paramount Pictures** confirmed the inking on a deal that gives Sega the video game license to **Star Trek: The Next Generation** for the **Mega CD-ROM**, **Game Gear**, **Master**, and **Genesis** video game systems. Sega has plans to produce a title based on the series, which is currently the number one show in weekly syndication. Don't fret Super NES fans! **Spectrum Holobyte's** working on **Star Trek: The Next Generation title** for the **SNES**. Similarly, Paramount and Sega have reached a licensing agreement for **"Cool World,"** this summer's combination live action/adventure and animation flick starring Kim Basinger. This title will also be developed for the **Mega CD-**

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INSIDE INFO

ROM, **Game Gear**, **Master**, and **Genesis** systems. **Accolade** is hinting that they'll soon sign a licensing agreement for one of this summer's movie releases. More when we hear. They've also signed a new contract with the **Golden Bear**, **Jack Nicklaus**, for an entire new series of golf titles on multiple platforms – including **CD-ROM**!

In a U.S. gaming industry first, **Acclaim** has announced that they'll be the first U.S. software publisher to release a title in Japan for the **Super Famicom** that was licensed, conceived, and programmed entirely in the U.S. In case you haven't guessed, that title will be **Acclaim's WWF Super Wrestlemania**, the latest in their phenomenially successful line of wrestling games.

Activision's in early production on their first two SNES titles – **Mech Warrior** and **Alien vs. Predator**. **Bignet/Micronet** is developing two titles for **Sega's CD-ROM** system – **Heavy Nova II** and **Third World War**. **Hudson Soft's** latest and greatest on the horizon include an **NES** version of **Felix the Cat**, **Bonk** (of TurboGrafx-16 fame) for the **Game Boy**, and **Adventure Island 3** for the **NES**! **Koei** is expanding its massive RPG games onto the **Genesis** with **Gemfire**, **Romance of the Three Kingdoms II**, and **Uncharted Waters**. All are due out this year. Rumors abound that **Konami** is gearing up for a 16-bit release of a hot Japanese title. **Microprose** is on the move with **Railroad Tycoon** for the **Genesis**, **Flight** for the **Genesis**, **Super Strike Eagle** for the **SNES**, and **F0117A** for the **NES**, which are all scheduled to land in December. He just won't quit! Batman's nemesis from the first Dark Knight movie, the Joker, is planning to attack the **Super NES** and **Genesis**. **Sunsoft** has yet to determine D-dates for the 16-bit **Batman: vs. the Joker** carts, so keep your Bat-signals focused on GamePro for the latest info. In their new title, **"Color A Dinosaur,"** **Virgin Games** is working to capitalize on the popularity of dinosaurs with the younger crowd. The title is slated for September and will feature 10-15 different dinosaurs which kids can color via a special color palette.

BLOCKBUSTER VIDEO

Top 10 Video Game Rentals June 1992

Nintendo NES

1. Teenage Mutant Ninja Turtles III - The Manhattan Project
2. Tecmo Super Bowl
3. Yoshi
4. Mega Man 4
5. Hook
6. The Empire Strikes Back
7. Hatris
8. Paperboy 2
9. Terminator 2: Judgment Day
10. Roundball: 2-on-2 Challenge

Super Nintendo

1. John Madden Football '92
2. Bulls vs. Lakers & The NBA Play-offs
3. Sports Talk Baseball
4. Super Off Road
5. Double Dragon
6. Pitfighter
7. NHL Hockey
8. Joe Montana II-Sports Talk Football
9. Road Rash
10. Streets of Rage

Sega Genesis

1. Legend of Zelda-Link to the Past
2. Pitfighter
3. Super Adventure Island
4. Super WWF Wrestling
5. Rival Turf
6. Castlevania IV
7. Super Off Road
8. Jack Nicklaus Golf
9. Nolan Ryan Baseball
10. Lemmings

This information was provided exclusively to GamePro Magazine courtesy of Blockbuster Video.

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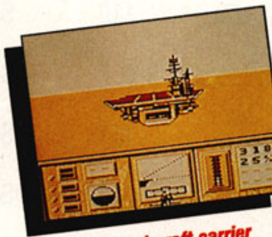
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So don't be fooled by slick name-dropping. If you want the movie, rent the video.

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HOME ALONE
LAGOON
MYSTICAL NINJA
ULTRAMAN
UN-SQUADRON
WANDERERS YS
XARDION

CATEGORY B
CONTRA III
DRAKKHEN
EARTH DEFENSE
GUN FORCE
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Advertiser Index

ASCII................................4th Cover, 55
Absolute Entertainment...........108, 109
Acclaim Entertainment, Inc. ..23, 25, 95
Accolade...................2nd Cover, 69, 79
American Sammy 101
American Technos 49
Bignet USA 91
Camerica Games............112, 3rd Cover
Capcom USA 1
Chips & Bits 42
DTMC 37, 83
Electronic Arts............................12, 13
Exchange-A-Game 110
Flying Edge.............................2, 3, 6, 7
Game Network 111
GEX 15
HAL America 67
Irem 47
Kemco..19
Konami...........................59, 60, 61, 65
LJN 27, 93, 99
Ocean of America.............................39
Play it Again 43
Renovation 105
Sega Game Gear 80, 81
Sega of America............................5, 45
Seika 89
Sony Imagesoft..............32, 33, 86, 87
STD Entertainment 90, 107
Sunsoft 11
Tengen...9, 57
Treco..53
Turbo Technologies, Inc..............29, 30 ....31, 73, 85
Vic Tokai 77
Virgin Games 40, 41, 75

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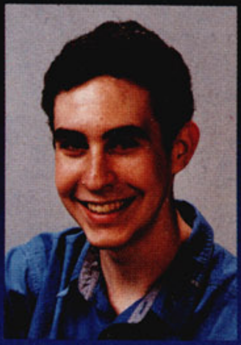

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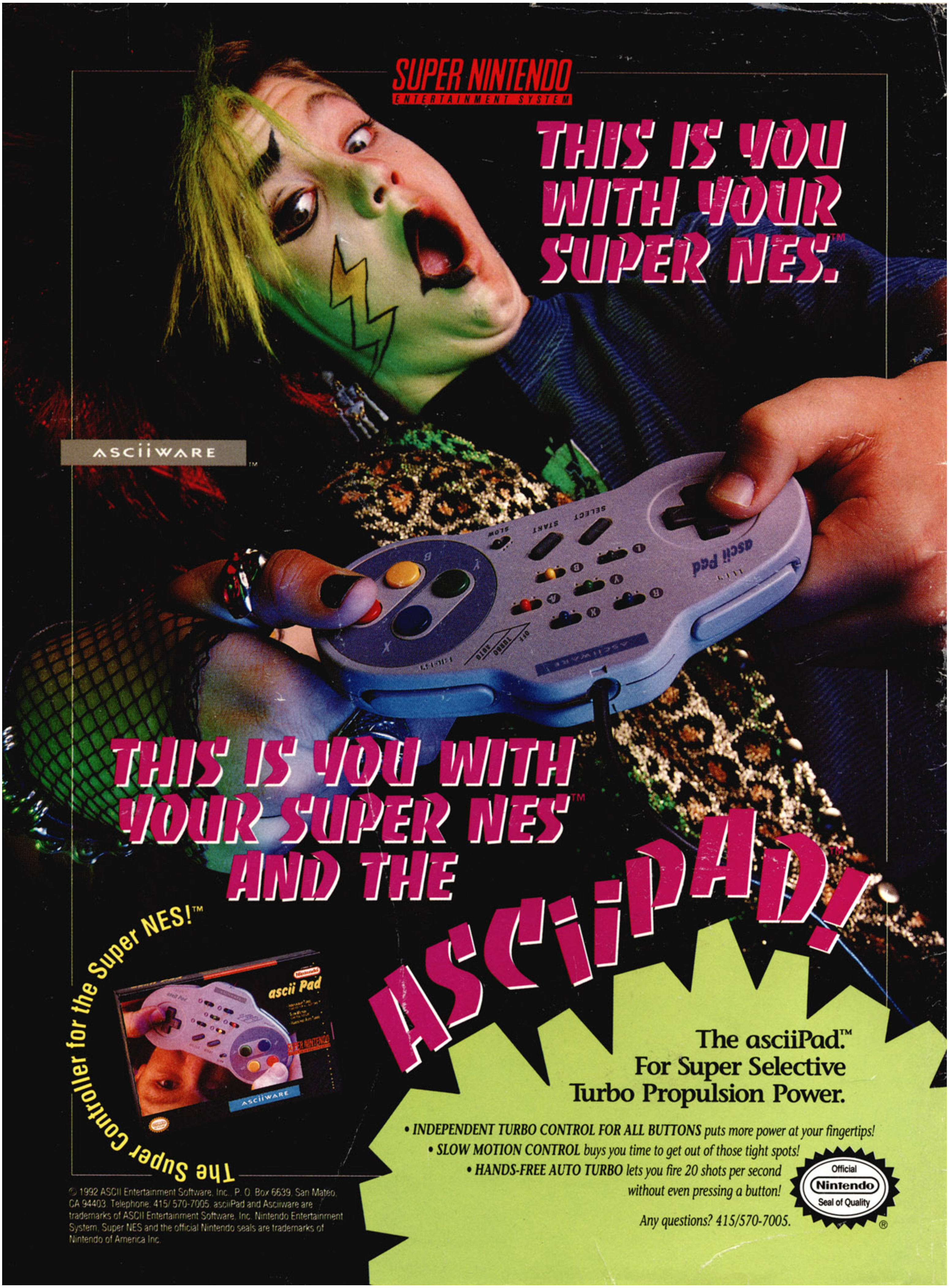
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